

Bent Larsen's Best Games of Chess

Master of Counter Attack

by

Bent Larsen



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PREFACE

PLAYING over a game of chess in a book is something quite different from witnessing it in the tournament room. The masters are missing, also the spectators and the whole excited atmosphere. You must also do without that wonderful feeling of being present when something *happens*; but it may console you that most spectators probably did not really understand what happened. Personally, I am inclined to believe that the most important place is not the tournament hall but the analysis room, where the public has the opportunity to discuss the games with a master. But, alas, often there is no such room.

In a book we are in the analysis room—but without the questions and answers. The author has, therefore, to guess some of the questions. The tournament hall is not very near, but it is to be hoped that the reader will catch a glimpse of it now and then.

A chess master knows his own games better than those played by others; but can he judge them objectively? This ought to be possible, for the objective judgement of a position—although one is 'involved', guilty of the emergence of this position—is exactly what a chess master has experience in. So I have tried to write objectively. But this does not mean that the annotations would have been the same if these games had been played and annotated by another chess master. In some places you will find a long story about a move I am obviously proud of, where others would have passed it by in silence. Indeed, one can ask if the differences (often exaggerated by journalists!) between the styles of chess masters are not more clearly seen in their annotations than in their play. Finally, a player's own judgement of a certain move may, of course, be influenced by his knowing whether it was an easy decision or not; if it cost an hour on his clock, he may find this sufficient reason for comment.

For some of these games I have, of course, looked at annotations by others, and in a few places you will find remarks about mistakes they have made in commenting. If the author of such comments is mentioned, no reflection on him is intended. We all make mistakes. I have mentioned by name some whose analysis I have studied with special interest! Again, bad notes annoy me sometimes especially if one

of my own games is broken on the wheel; but this irritation can hardly be of interest to my readers.

We sometimes meet the foolish question: 'Is chess an art?' Well, probably it is, at least sometimes. But the word 'art' is often misused. You may compare a book such as this one to an artist's showing with pleasure some of his best paintings to a guest, but to complete this comparison I must also add that in the notes, in the variations of the analysis, his basic attitude must still be impartial, scientific.

Gentofte, Autumn, 1969

BENT LARSEN

BENT LARSEN – MASTER OF COUNTER-ATTACK

INTRODUCTION BY RAYMOND KEENE

Bent Larsen's own account of his games stops in 1969, arguably before he had achieved some of his greatest triumphs. In the following year, the first match between the USSR and the Rest of the World was held in Belgrade and Larsen enjoyed the signal honour of being invited to play on top board for the World's team, ahead of none other than Bobby Fischer. There, Larsen did not disgrace himself, making a plus score overall against the reigning World Champion, Boris Spassky and Grandmaster Leonid Stein, who stepped in when Spassky was indisposed for the final round.

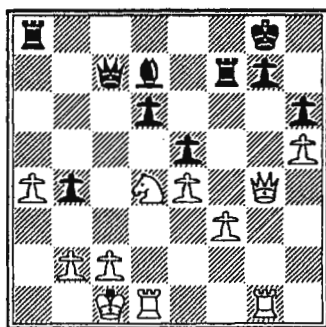
Later that same year Larsen encouraged his numerous supporters by qualifying once again for the Candidates tournament for the World Championship, while in the course of his progress from the Interzonal stage he actually inflicted a sharp defeat on Bobby Fischer in a game of fierce counter-attack. Sadly for Larsen, though, this win did not bode particularly well for his eventual showdown with Bobby Fischer in the semi-final of the Candidates tournament in 1971. Twice earlier Larsen had reached the semi-final stage, bowing out to Mikhail Tal in 1965 and Boris Spassky in 1968. The match with Fischer was to be Larsen's last chance at this level, but he suffered the notorious disappointment of losing by 6-0, the second victim in the American genius's rampage towards the world crown, the others being Mark Taimanov, Tigran Petrosian and ultimately Boris Spassky himself.

After the setback against Fischer, Larsen remained a most formidable tournament opponent, his famous victories at Buenos Aires in 1979 and 1980 being numbered amongst the classics of the genre. Even now, in the late 1980s and early 1990s, Bent Larsen is still notching up regular tournament first prizes, for example in the Watson, Farley & Williams internationals in London 1989 and 1990 and New York 1990.

This book emphasises Larsen's skills of counter-attack and I might draw attention, in the context, to game 50, game 47, game 42 and game 36, in all of which unsuspecting opponents are suddenly struck down in the midst of their own meditations on victory. It is no accident that Larsen's wins against those great champions Fischer and Karpov have come solely with the black pieces, as did his victory against Spassky on top board of the USSR-World match in 1970. Larsen is one of the greatest fighters in chess, prepared to fight to the death with both White and Black.

Fischer – Larsen
Interzonal 1970

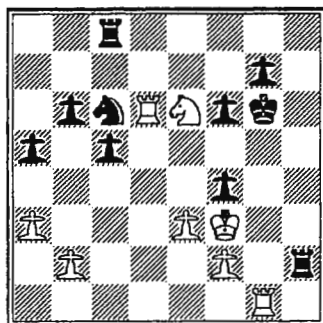
1 e4 c5 2 ♘f3 d6 3 d4 cxd4 4
 ♘xd4 ♘f6 5 ♘c3 ♘c6 6 ♙c4
 e6 7 ♚b3 ♙e7 8 ♙e3 0-0 9
 ♚e2 a6 10 0-0-0 ♚c7 11 g4
 ♘d7 12 h4 ♘c5 13 g5 b5 14
 f3 ♙d7 15 ♚g2 b4 16 ♘ce2
 ♘xb3+ 17 axb3 a5 18 g6 fxg6
 19 h5 ♘xd4 20 ♘xd4 g5 21
 ♙xg5 ♙xg5+ 22 ♚xg5 h6 23
 ♚g4 ♙f7 24 ♙hg1 a4 25 bxa4
 e5



26 ♘e6 ♚c4 27 b3 ♚xe6 28
 ♚xe6 ♙xe6 29 ♙xd6 ♙e8 30
 ♙b6 ♙xf3 31 ♙xb4 ♙c8 32
 ♙b2 ♙f2 33 ♙c1 ♙f7 34 a5
 ♙a8 35 ♙b5 ♙xh5 36 ♙xe5
 ♙e2 37 ♙c5 h5 38 e5 ♙f3 39
 ♙c3 h4 40 ♙d3 ♙e2 41 ♙f1
 ♙d8+ 42 ♙c3 ♙e4 43 ♙b4
 ♙b8+ 44 ♙a3 h3 45 e6 ♙xc2
 46 b4 ♙e3+ 47 ♙b2 ♙d3 48
 ♙a1 ♙a6 49 ♙c6 ♙xb4+ 50
 ♙c2 ♙b7 51 ♙c3 ♙e2+ 52 ♙d1
 ♙g2 0-1

Spassky – Larsen
USSR v Rest of the World
1970

1 d4 ♘f6 2 c4 e6 3 ♘f3 b6 4
 ♘c3 ♙b7 5 ♙g5 ♙e7 6 e3 0-0
 7 ♙d3 c5 8 0-0 ♘c6 9 d5
 ♘b4 10 d6 ♙xd6 11 ♙xh7+
 ♙xh7 12 ♙xd6 ♙xf3 13 gxf3
 ♙e8 14 ♙e7 ♙xe7 15 ♙xe7
 ♙g8 16 ♙fd1 ♘c6 17 ♙xd7
 ♙e5 18 ♙b7 ♘xc4 19 ♘e4
 ♘a5 20 ♙d7 ♘c6 21 f4 ♙c8
 22 ♙c1 a5 23 a3 ♙g6 24 ♙g2
 ♙h8 25 ♙f3 ♙xh2 26 ♘g5 e5
 27 ♙g1 exf4 28 ♙d6 ♘xd6 29
 ♙xd6+ f6 30 ♘e6+



30 ... ♙f5 31 ♘xf4 ♘e5+ 32
 ♙e2 ♙e8 33 ♙xb6 ♘c4 34
 ♙b3 g5 35 ♘d5 ♙e5 36 ♙d1
 g4 37 ♙f1 ♙h1+ 38 ♙e2 ♙xd1
 0-1



THE BEGINNING

BORN 4th March, 1935, according to my birth certificate, in Tilsted near the little town of Thisted, in north-western Jutland. In these paragraphs I shall stick to events about which I have a more or less clear memory.

In January, 1942, just after we had moved to another town, Holstebro, I caught several children's diseases and learnt how to play chess. I recovered from chicken-pox and mumps without any after-effects: with chess it was a little different. My teacher was another boy, by name of Jorgen. I vaguely remember one of our first games. He captured all my pieces and still had two rooks left, and he very much enjoyed forcing my poor King to the edge of the board and giving mate.

It appeared that my father knew the game, and we sometimes played. When I was twelve I beat him almost every time; then I entered the chess club. At that time I also began to borrow chess books at the public library. I even found a chess book at home—nobody knew how it had got into the house. Probably the former owner had forgotten it. This book had a certain influence on the development of my play. About the King's Gambit it said that this opening is strong like a storm, nobody can tame it. In the author's opinion modern chess masters were cowards, because they had not got the guts to play the King's Gambit. Naturally, I did not like to be a chicken and, until about 1952, the favourite opening of the romantic chess masters was also mine!

In the autumn of 1947 the Holstebro Chess Club started a junior section, of which I became a member. I beat the other boys, and by Christmas it was decided to let me play with the grown-ups. But nowadays when I say in interviews that I have never had any trainer, this is only 99 per cent correct. H. P. Hansen led that junior club, and I dimly remember that he showed us some opening variations on the demonstration board. A year and a half later I was club champion, and I am not willing to give H.P. all the credit for that!—but he is really the only trainer I ever had.

Each year Holstebro played a match against the neighbouring

town of Herning, and on 15th February, 1948, I was in the team—not on the last board, the 30th, where I had expected to be placed, but on board 25. We lost the match but I won, and the game was published in one of the local newspapers with friendly comments by Herning's top player, Bjorn Nielsen, four times Danish champion. My opponent's name was Lauridsen, and the famous Three Pawn Gambit was obviously just the right opening against him:

1. P—K4, P—K4; 2. P—KB4, P×P; 3. Kt—KB3, B—K2; 4. B—B4, B—R5 ch; 5. P—Kt3?!, P×P; 6. 0—0, P×P ch; 7. K—R1 Kt—KR3?; 8. P—Q4, 0—0; 9. B×Kt, P×B; 10. Kt—K5, Q—K2; 11. Kt—QB3, P—B3; 12. B×P ch, K—Kt2; 13. B—R5, R×R ch; 14. Q×R, P—Q3; 15. Kt—B3, B—Kt4; 16. Q—B2, B—K3; 17. P—Q5, P×P(?); 18. P×P, B—B2; 19. Kt×B, P×Kt; 20. R—K1, Q—B3(?); 21. Q×Q ch, K×Q; 22. R—KB1 ch, K—Kt2; 23. B×B, Kt—Q2; 24. B—K6 and White won easily.

The game says something about the style of my play in those days, but not very much about my strength. Among some correspondence games I played at that time, however, there are two that indicate that I was beginning to get an understanding of positional play. No doubt my playing strength increased very quickly, but I am not one of the prodigies in chess history. My strength when I was fourteen was nothing near the class of, for instance, Morphy, Capablanca, Reshevsky, Pomar, Fischer or Mecking. But when we moved from Holstebro in 1950 I was clearly the strongest player in that town of 14,000 inhabitants, and two years later I had mowed down all opposition in Aalborg (100,000) and could not learn much more there. So it was lucky for me that I finished high-school and went to Copenhagen, where I planned to become a civil engineer.

By this time I had qualified to enter the Danish championship, and already in 1951 I had represented Denmark at the junior world championship in Birmingham. My lack of experience considered, my sharing fourth place was an amazing result. Game No. 1 in this book is taken from this tournament.

In the New Year tournaments of 1951–2 and 1952–3 in Trondheim I took first place ahead of some of the best juniors from Norway, Sweden and Finland. I was becoming more experienced, but in the junior world championship of 1953 in Copenhagen I only shared fifth place. True, it was strong company, Panno and Darga ahead of Olafsson and Ivkov, and then Penrose, Sherwin and Keller equal with me—probably the strongest group in all the world junior championships.

In the Scandinavian championship immediately afterwards, won by Olafsson, I made too many stupid mistakes. But for a long time I considered game No. 2 one of my very best achievements, probably because I was trying to change my style and my opening repertoire; so I was especially satisfied when I succeeded in winning in purely

positional style. But of course I did not forget how to attack, and scamped opening play deserved severe punishment, which it got in game No. 8, played in a club match in the autumn of 1958.

In 1954 I won all nine games in a weak Copenhagen championship, and full of optimism I went to Aarhus to win the Danish title. 0 in round one, $\frac{1}{2}$ in round two, 0 in round three!—but then I won six in a row, which with a draw and another win made me Danish champion. Since then I have won the title in 1955, 1956, 1959, 1963 and 1964, in other words every time that I participated.

In the championship of 1954 my play was not very good in all games, but the one against Eigil Pedersen, the winner the year before, can bear closer examination. I give it with my comments from the Danish chess magazine *Skakbladet*, to show my quite sensible reflections, positional and tournament-practical. I was about ripe for the international master tournaments.

1

JUNIOR WORLD CHAMPIONSHIP, BIRMINGHAM, 1951

Black: L. Joyner

King's Gambit

1. P—K4 P—K4

2. P—KB4 B—B4

This cannot be a refutation of the gambit. If Black doesn't want to play P × P, I think he should play the Falkbeer Countergambit with 2. P—Q4. After 3. P × QP, P—K5 a remark by Réti is very much to the point: 'In this position it is already impossible to see why the white pawn went to KB4!'

3. Kt—KB3 P—Q3

4. P—B3 B—KKt5

A very logical move, preventing P—Q4. But White gets a good game with the Queen manoeuvre which follows and which has been known for many years.

The consequences of 4. P—B4; 5. P × KP, QP × P; 6. P—Q4! are still one of the darkest

jungles of opening theory, while 4. Kt—KB3; 5. P—Q4 or 5. P × P, P × P; 6. P—Q4 leads to a position with an impressive white pawn centre, but not without counter-chances for Black.

5. P × P P × P

6. Q—R4 ch! B—Q2

Necessary, as 6. Q—Q2?; 7. B—Kt5, P—QB3; 8. Kt × P! costs a pawn. All this I knew very well, the King's Gambit being my favourite opening at the time.

7. Q—B2 Kt—QB3

8. P—QKt4 B—Q3

To avoid losing the King's pawn Black must move the Bishop away from the good diagonal.

In the books there is a game by Spielmann with 9. B—B4, but I had found another continuation which I would probably still prefer

today. I had already played it in a game in my club in Aalborg.

9. B-K2 Q-K2

10. Kt-R3

This Knight is going to B4, not the Bishop. It may perhaps be more exact to play the Knight move a turn earlier, but see the next note.

10. P-QR4

11. P-Kt5 Kt-Q1

The reason for playing Kt-R3 at the ninth move is the variation 11. B x Kt; 12. B x B, Q x B; 13. P x Kt, B x P; 14. Kt x P, Q-R5 where Black forces the exchange of Queens. But then White stands better, e.g. 15. Q x Q, B x Q; 16. B-B4, Kt-R3; 17. 0-0.

12. Kt-B4 P-KB3

13. 0-0 Kt-R3

14. P-Q4 KKt-B2

15. P-QR4 0-0

16. Kt x B Kt x Kt?

The Black position is difficult, but 16. P x Kt was better. White then plays 17. B-R3 and continues with QR-Q1.

17. B-R3 Kt(1)-
B2??

(See diagram opposite)

17. P-QKt3 was necessary, even if White's advantage is clear after, for instance, 18. P x P, P x P; 19. P-B4 or 19. B-B4 ch, Kt(1)-B2; 20. B-Q5, QR-B1; 21. P-B4.

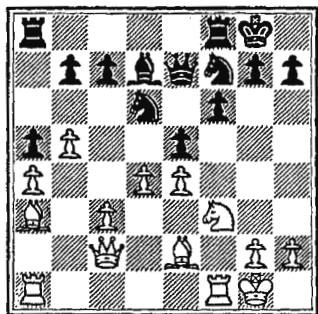
18. P-B4!

Quite decisive.

18. P x P

19. P-B5 Q x P

20. B-Q3 Q-K6 ch



Position after 17. Kt(1)-B2??

21. K-R1 Kt x P

Desperation. The point of the white combination is that this Knight can only retreat to B1 or K1, in both cases disconnecting the black Rooks. 22. P-B6 would then threaten B x P ch followed by B x R. After, for instance, 21. Kt-B1; 22. P-B6, R-Q1; 23. P x B the situation is not less hopeless for Black than in the game.

22. P x Kt P-B3

23. B x P ch K-R1

24. Kt-R4 Kt-K4

25. QR-K1 Q-R3

26. Kt-Kt6 ch Kt x Kt

27. B x Kt B-K1

28. B-B5 P x P

29. P-B6 P-Kt5

30. B-B1 P-KKt4

31. P-B7 B-B3

32. R-K7 Resigns

Quite well played by little me, but not a very difficult game. It was awarded one of the two prizes for the best games in the tournament, which came as a surprise to me. Ivkov, the tournament winner, had played a brilliant game against the West German Rosen but had not entered it for the special prizes. Maybe modesty, maybe laziness, I do not know.

2

SCANDINAVIAN CHAMPIONSHIP, ESBJERG, 1953

Black: Axel Nielsen

Catalan

- | | |
|-----------|--------|
| 1. Kt—KB3 | Kt—KB3 |
| 2. P—B4 | P—B4 |
| 3. P—Q4 | P×P |
| 4. Kt×P | Kt—B3 |
| 5. Kt—QB3 | P—Q3 |

It is interesting that I decline the offer of transposing into the Maroczy Bind against the Sicilian with 6. P—K4. According to 'what I learnt as a child' this should be favourable for White, but it looks as if I had doubts about it even then. I have since played it quite often as Black, but very seldom as White, the game against Petrosyan in Santa Monica, 1966, being a wonderful exception.

- | | |
|-----------|--------|
| 6. P—KKt3 | P—KKt3 |
| 7. B—Kt2 | B—Q2 |
| 8. Kt—B2 | B—Kt2 |
| 9. P—Kt3 | O—O |
| 10. B—Kt2 | P—QR3 |
| 11. O—O | R—Kt1 |

Let me quote my comment in *Skakbladet*: 'Black wishes to play P—QKt4, an excellent plan, but after White's next move Black ought to remember Nimzovich's wise words, "cramped positions should be freed slowly".'

At the time I was studying Nimzovich and modern opening theory.

- | | |
|------------|---------|
| 12. R—B1 | P—QKt4? |
| 13. Kt—Q5! | Kt×Kt? |

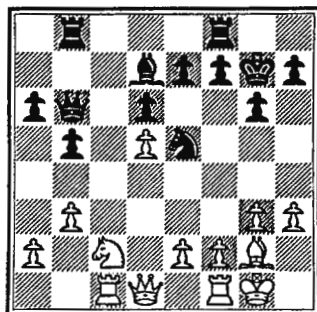
After 13. P×P; 14. Kt×Kt ch, B×Kt; 15. B×B, P×B;
16. Kt—K3 Black may try

16. P×P, but 16. Kt—R3 gives White a clear advantage. The lesser evil was 18. Kt—K1!

- | | |
|-----------|-------|
| 14. B×B | K×B |
| 15. P×Kt | Kt—K4 |
| 16. P—KR3 | |

Threatens P—B4, which faces Black with a difficult choice. Best may be 16. B—B1, but it is not pleasant, and in any case the open file with the possibility of placing Knight or Rook on QB6 gives White the advantage.

- | | |
|----------|-------|
| 16. | Q—Kt3 |
|----------|-------|



- | | |
|-----------|--|
| 17. Q—Q4! | |
|-----------|--|

The exchange of Queens increases White's advantage considerably, as his Rook gets the square QB7.

- | | |
|-----------|-------|
| 17. | P—B3 |
| 18. Q×Q | R×Q |
| 19. Kt—Q4 | P—Kt4 |

20. R—B7 R—Q1

21. K—R2

An amazingly quiet move, preparing B—K4, which would also be the reply to the desperate 21. P—KKt5. There is no reason to drive the black Knight away before it can be followed up by a direct attack.

21. P—R3

22. B—K4 K—B1

White was ready to play B—B5 or P—B4 followed by B—B5. That the black King goes away from a white Knight check on KB5 and protects the King's pawn is a natural defence, but now White gets an opportunity to lock up the black Knight. This decides the game more quickly than 23. B—B5, which would also be very strong.

23. P—B4 Kt—B2

24. B—B3!

But not 24. Kt—K6 ch?, B × Kt; 25. P × B, P—Q4! with drawing chances.

Now Black is quite helpless; 24. K—K1 is met by 25. B—R5.

24. R(3)—Kt1

25. Kt—K6 ch B × Kt

After 25. K—K1 White would not take the exchange,

but strangle Black with 26. B—R5.

26. P × B Kt—R1

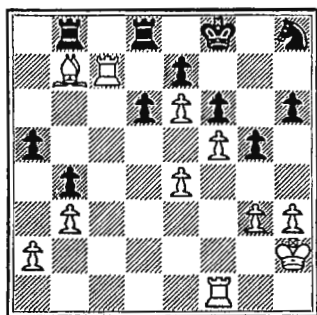
27. P—B5

A rather rare imprisonment of the Knight. Of course the battle is over.

27. P—QKt5

28. B—Kt7 P—QR4

29. P—K4 Resigns



Axel Nielsen did not play very well in this game, but he came second both in this tournament and in three Danish championships. I was rather proud of outplaying him in this fashion, and for a long time I considered it one of my very best positional games. Most young talents find it more difficult to play such a game than a sharp King's-side attack.

3

CLUB MATCH, COPENHAGEN, 1953

White: Harald Enevoldsen

Grünfeld Indian

1. P—Q4 Kt—KB3
 2. P—QB4 P—KKt3
 3. P—B3

Alekhine played this move now and then, first in the match against Bogoljubov in 1929. But it never became very popular.

If Black develops quietly we may transpose into the Sämisch Variation: 3. B—Kt2; 4. P—K4, 0—0; 5. Kt—B3, P—Q3, but White may postpone the development of his queen's Knight: 5. B—Q3, P—Q3; 6. Kt—K2, which has its charms.

But the Grünfeld method of P—Q4 is natural here, and this is the counter play that has kept most masters from playing 3. P—B3. White fortifies K4, so Black starts an attack against the pawn on Q4 instead.

3. P—Q4!
 4. P × P Kt × P
 5. P—K4 Kt—Kt3
 6. Kt—B3 B—Kt2
 7. B—K3 0—0
 8. Q—Q2

This variation was played quite often by both Enevoldsen brothers, Jens and Harald. Probably they liked its sharpness, with 0—0—0. Theoreticians now tend towards 8. P—B4, Kt—B3; 9. P—Q5, Kt—Kt1; 10. P—QR4, but it offers White no advantage.

8. Kt—B3
 9. 0—0—0 P—K4

10. P—Q5 Kt—Q5
 11. P—B4

The sharpest—White wants to undermine the black Knight. More prudent is 11. Kt—Kt5, and the game Pachman—Padevsky, Moscow, 1956, was fairly even after 11. Kt × Kt; 12. B × Kt, B—Q2; 13. B—Q3, P—QB3; 14. P × P, Q—B2.

11. P—QB4
 12. P × KP

After 12. P × P e.p., Kt × P Black stands well. But 12. Kt—B3 is an important alternative. A game H. Enevoldsen—Hartvig Nielsen, Copenhagen, 1950, went on: 12. B—Kt5; 13. B—K2, Kt × B; 14. Q × Kt, P × P; 15. B × KBP, R—K1. Black has a good game; after 16. P—KR3, B × Kt; 17. Q × B, Kt—B5; 18. Q—Q3?, P—QKt4; 17. KR—B1, Kt × P! he got a winning attack.

White's most consistent line is, in fact, 12. Kt—B3, B—Kt5; 13. Kt × P?!, but this exchange sacrifice is not entirely correct.

12. B—Kt5!
 13. R—K1 B × P
 14. B—KKt5?

Here we have an innovation. Naturally my knowledge of the variation was not very deep, but so far all Black's moves were logical, and I vaguely remembered the game J. Enevoldsen—Heinicke, Oldenburg, 1949:

14. P—KR3, Q—R5; 15. K—Kt1, P—B3; 16. R—B1, P—QR3; 17. B—B2, Q—R4; 18. QKt—K2, B—B4!?, and Black won beautifully. But it is possible that White's play can be improved, and Black also has a quieter line at his disposal: 14. P—KR3, B—Q2; 15. Kt—B3, Kt×Kt. 16 P×Kt, Q—K2 with a good game (H. Enevoldsen-Bolbochan, Dubrovnik, 1950). White has carried out his plan, but his centre is not very strong and Black has better chances than White to get an attack against the enemy king.

However, the move played is hardly an improvement.

14. P—B3

15. B—KB4?

And this is quite wrong; 15. B—KR6 must be played.

15. Q—Q3

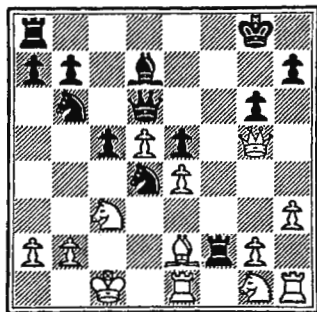
15. B×B? P×B

White has wasted time and opened a file for Black.

17. P—KR3 B—Q2

18. B—K2 R—B7

19. Q—Kt5



Quite ingeniously played in an already precarious position; the Knight's pawn is protected and

White is ready to play Kt—B3, attacking the black King's pawn.

But the white position is unsound, as is clearly demonstrated by Black's next two moves, which start a decisive attack before White gets time to drive the Rook away.

19. Kt—R5!

A natural move, trying to exchange off the best defender of the white King and deprive the white Bishop of part of its protection. This delays the development of the King's Knight.

White's reply must be an oversight, but also 20. Q—Kt3, QR—KB1; 21. Kt—B3 offers little hope. Black can choose between several continuations of the attack: simplest is probably 21. Kt×QKt; 22. Q×R, Kt×P ch; 23. K—Kt1, Kt—Kt5.

20. Kt—Q1(?) P—B5!!

The Rook cannot be taken: 21. Kt×R, Q—Kt5; 22. Q—Q2, P—B6; 23. P×P, Q—R6 ch and wins. But this means that the advanced Rook is participating in the attack and that White cannot develop his King's side. The fight is decided.

21. Q—Kt3 P—B6!

22. P×P

After 22. Q×R, P×P ch; 23. Kt×P Black wins in many ways, for instance, 23. Q—Kt5. Also 23. K—Kt1, R—QB1 is clear enough.

22. Q—R6 ch

23. K—Q2 R—B5

24. B—B4 R—QB1

25. Q—Q3 Kt—Kt7

26. Kt×Kt Q×Kt ch
Resigns

4

DANISH CHAMPIONSHIP, AARHUS, 1954

White: Eigil Pedersen

King's Indian

1. P—Q4 Kt—KB8
2. P—QB4 P—KKt3
3. Kt—QB8 B—Kt2
4. P—K4 P—Q3
5. P—KKt3 0—0
6. B—Kt2 P—K4
7. P—Q5 Kt—R4
8. KKt—K2 P—KB4
9. P × P

Castling is probably better.

9. P × P
10. 0—0 Kt—Q2
11. R—Kt1

After the pawn exchange the natural continuation was 11. P—B4 (11. P—K5; 12. P—KKt4), but after, for instance, 11. P × P; 12. Kt × P, Kt × Kt; 13. B × Kt, Kt—K4 Black has a good position. So White prepares for action on the Queen's side.

11. P—R4
12. P—QR8?

This is a bit premature and ultimately leads to a weakening of the white pawns.

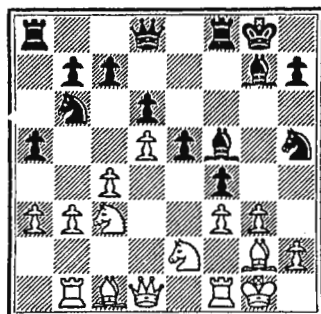
12. Kt—Kt3
13. P—Kt3 P—B5

At once 13. P—R5; 14. Kt × P yields nothing; Black therefore keeps P—R5 as a threat.

14. P—B3

14. Q—Q3 may be better, but 14. P—R5; 15. P—QKt4, Kt × BP looks promising for Black.

14. B—B4



15. Kt—K4

Now Black gets a clear advantage, but White did not like to place his Rook on the black diagonal. After 15. R—Kt2, P × P; 16. P × P, B—Kt3 17. P—K5 is a threat, and P—R5 has still to be borne in mind.

15. P—R5!
16. P × KBP

It is difficult to see anything better. After 16. P—KKt4, B × Kt; 17. P × B, Kt—B3 Black's position is obviously preferable, with a protected passed pawn on one flank and white pawn weaknesses on the other.

16. Q—R5

Wins back the pawn, for 17. P × KP, B × Kt!; 18. P × B, B × P; 19. P—R3, Kt—Kt6 is not playable for White.

17. B—Kt2 Kt × KBP

- | | |
|-------------|--------|
| 18. Kt × Kt | Q × Kt |
| 19. B—B1 | Q—R5 |
| 20. B—K3 | B—R3 |

Now this Bishop joins the attack against the white King. After 21. B × Kt, P × B the threat 22. . . . B—B5 would be very strong.

- | | |
|------------|--------|
| 21. B—B2 | Q—R4 |
| 22. Kt—Kt3 | Q—Kt3 |
| 23. Kt × B | R × Kt |
| 24. Q—Q3 | |

The only way to stop the black attack.

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|-----------------------|-----------|
| 24. . . . | B—B5 |
| Threatening 25. . . . | B × P ch. |

- | | |
|-----------|-------|
| 25. B—Kt3 | P × P |
| 26. R × P | B × B |
| 27. P × B | R—Kt4 |
| 28. P—B4 | P × P |
| 29. R × P | Q × Q |
| 30. R × Q | Kt—Q2 |
| 31. B—R3 | Kt—K4 |
| 32. R—Kt3 | P—Kt3 |

Black has obtained a clear endgame advantage with a strong Knight against a bad Bishop and with two weak white pawns. During the next eight moves White was in time pressure. Black, of course, hoped to take advantage of this, but also he wished to get the game 'to the workshop', to find the best winning method in peace and quiet.

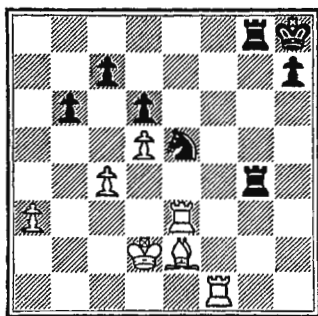
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|----------|-----------|
| 33. K—B2 | K—Kt2 |
| 34. B—B1 | Kt—Kt5 ch |
| 35. K—K1 | R—K1 ch |
| 36. K—Q2 | Kt—K4 |

- | | |
|------------|--------|
| 37. B—K2 | K—R1 |
| 38. R—B6 | K—Kt2 |
| 39. R—B1 | R—KKt1 |
| 40. P—Kt4? | K—R1 |

The time-trouble is over. White's last was a mistake and costs a pawn. A likely continuation is: 41. R—Kt3, Kt × P; 42. R(1)—KKt1, Kt—B3; 43. R × R, R × R; 44. R × R, Kt—K5 ch; 45. K—K3, Kt × R; 46. K—B4, P—R3; 47. K—B5, K—Kt2 and Black has a won game in spite of the advanced position of the white King.

However, now White makes a mistake which saves Black a lot of work.

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|-----------|--------|
| 41. R—K3? | R × P! |
| Resigns | |



White may have pictured to himself something like 41. . . . Kt × KtP; 42. B × Kt, R × B; 43. R—K7, with excellent drawing chances. But after 41. . . . R × P! both 42. R × Kt, R—Q5 ch and 42. B × R, Kt × P ch etc. are hopeless and, a pawn down in a miserable position, White did not feel like playing on.

☆ II ☆

INTERNATIONAL MASTER

THE 1954 CHESS OLYMPIAD was to be held in Buenos Aires, and I was looking forward to the trip. But at the last moment the arrangement was cancelled, which probably had something to do with changes in the Argentine Government and with some money which inexplicably had evaporated from the Ministry of Sports.

However, Holland undertook to arrange the Olympiad at short notice, and in only five weeks everything was organized that normally requires more than a year to prepare. A fantastic feat of organization!

I played the top board in the Danish team and, apart from junior tournaments, this could be called my international baptism of fire. Though I played every one of the nineteen rounds, which was rather much, I made as good a score as 71 per cent, 13½ points. We were in the Final Group B, but even so there were many good players among my opponents, and my result won me the title 'International Master' at the F.I.D.É. congress the following year.

I do not claim that the following game is the best I played in the Olympiad, but in my memory it stands in a special light.

5

OLYMPIAD, AMSTERDAM, 1954

White: Dr. Ossip Bernstein

Sicilian

I met Bernstein twice during this Olympiad. In the preliminaries we drew. I remember that somebody said to me before the game: 'Young man, it must be interesting for you to play against Bernstein, who already in 1907 made up his mind to withdraw from chess!'

Now I had to play against him

again, in the finals, and exactly on the 20th September, the old master's seventy-second birthday. A present was not what he got from me.

- | | |
|-----------|-------|
| 1. P—K4 | P—QB4 |
| 2. Kt—KB3 | P—Q3 |
| 3. P—QB4 | B—Kt5 |

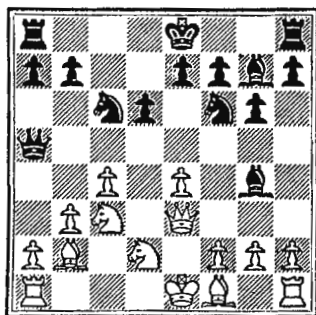
Another good reply to White's

unusual third move is 3.
P—K4.

- | | |
|-----------|--------|
| 4. P—Q4 | P×P |
| 5. Q×P | Kt—KB3 |
| 6. Kt—B3 | P—KKt3 |
| 7. P—QKt3 | |

A little risky, but not a mistake.

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|------------|-------|
| 7. | B—Kt2 |
| 8. B—Kt2 | Q—R4 |
| 9. Kt—Q2 | Kt—B3 |
| 10. Q—K3?? | |



After this there is a neat combination in the position. After 10. Q—Q3 there would have been nothing special.

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|----------|---------|
| 10. | Kt—Kt5! |
|----------|---------|

A very strong 'beginner's move'! There is nothing subtle about the threat. The annotator who wrote after White's next move '11. B—Q3 was better' cannot have seen the answer 11. B—R3!

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|----------|--------|
| 11. R—B1 | Kt×RP! |
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Now the elegant reply to 12. R—R1 is Kt—Kt5! If you thought, two or three moves ago, that the Bishop at Kt5 was aiming at thin air, you must now at least admit that thin air in the

neighbourhood of the King is something special.

Bernstein thought for a very long time. I walked around, looked at the U.S.S.R.-Yugoslavia match—this was the day of Fuderer's sensational victory against Geller. Then I went back to look at my own position. Suddenly Bernstein raised his big head and looked at me: '*Sehr schön gespielt!*' (Very prettily played). Then he continued his speculations.

- | | |
|-----------|------|
| 12. Kt×Kt | Q×Kt |
| 13. B—Q4 | |

Black has won a pawn, but it is not so easy to get the Queen home without giving back that pawn.

- | | |
|----------|--------|
| 13. | P—K4 |
| 14. B—B3 | P—KR4! |

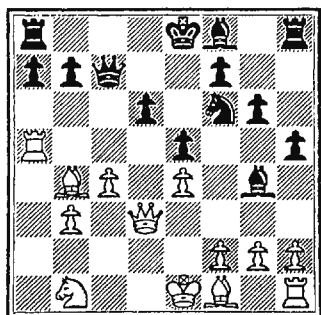
Now 15. B—Q3 is impossible because of B—R3, and clearly 15. R—R1, Q—B7 is not very good either. Against 15. P—QKt4 the simplest is 15. Q—R5 (16. R—R1, Q—B7!), but also 15. B—R3; 16. Q—Q3, 0—0 is very good.

- | | |
|-------------|--------|
| 15. Q—Q3 | Q—R6 |
| 16. R—R1 | Q—B4 |
| 17. R—R5 | Q—B2 |
| 18. B—Kt4 | B—KB1! |
| 19. Kt—Kt1? | |

(See diagram on the next page)

The rather forced retreat of the black bishop contained a drop of poison; for the second time Black gets an opportunity to make a neat combination.

- | | |
|------------------|-------|
| 19. | Kt×P! |
| Pawn number two! | |



Position after 19. Kt—Kt1!

There was even another very good possibility (19. P—Q4!), but the text move is less complicated.

20. Q × Kt P—Q4!

A killer. Maybe White was hoping for 20. B—B4? and 21. B × Kt. He could play 21. Q—Q5 or Q—B3 and get some attacking chances with 22. P—B5.

21. R × QP B × B ch

22. Kt—Q2 0—0

So Black was satisfied with

one pawn after all, but the pin and the impossibility of castling render White's position hopeless, of course.

23. B—Q3 QR—Q1

24. R—Kt5? B × Kt ch

25. K × B B—B4

Naturally the rest is not very exciting.

26. Q × KtP R × B ch

27. K—B1 Q—Q3

28. Q × RP R—B6 ch

29. K—Kt2 Q—Q7 ch

30. K—R3 R—B7

31. R—R1 B—K5

32. R—Kt6 R—R1

33. R—Kt8 ch R × R

34. Q × R ch K—R2

35. Q × P B × P

White lost on time.

This was my first win against a grandmaster. Of course, Bernstein was not as strong in 1954 as he had been, but he was not senile either. Two months later, in the tournament in Montevideo, he shared second prize with Najdorf, whom he beat with a nice Knight sacrifice.

☆ III ☆

SCANDINAVIAN CHAMPION

THE YEAR 1955 began with almost a failure; I only shared first place in the Copenhagen championship. It is true that I only dropped three half-points, but Palle Ravn made the same score. Afterwards I took the Danish championship with 10 points out of 11. In August the Scandinavian championship was held in Oslo, and, though I did not play well in all the games, I managed to tie for first place with Fridrik Olafsson, whom I beat in the last round. In November, I participated in the young masters' tournament in Zagreb (age limit twenty-five), and in spite of some serious mistakes I tied first again with Bhend from Switzerland. Bilek, Hungary, came third, and further down the list were such strong Yugoslavs as Matulović, Bogdanović and Durašević. It was quite a strong tournament. If I had made a collection of 200 games instead of 50, several of my Zagreb games would have been included.

In a little New Year tournament in Stockholm I 'only' came second. Martin Johansson won, while Stahlberg came seventh! After that I flew to Reykjavik, where the Scandinavian championship was to be decided in a match of eight games.

Fridrik Olafsson was a national hero at that time. He had beaten Pilnik in a match, and at Hastings he had shared first place with Korchnoi. The enthusiasm on the saga island was fantastic, the whole nation following our match with great interest. But what was wrong with Fridrik? I took the lead $3\frac{1}{2}$ — $1\frac{1}{2}$. However, in the 6th game I made a terrible blunder in a position that was clearly drawn and in the 7th game I played miserably. Suddenly it was $3\frac{1}{2}$ — $3\frac{1}{2}$, and we were both very nervous. But in this situation, where it might be expected that I was beaten psychologically, I was the one who kept the better control of myself during the decisive game.

6

8TH MATCH GAME, REYKJAVIK, 1956

White: Fridrik Olafsson

Sicilian

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|-----------|--------|
| 1. P—K4 | P—QB4 |
| 2. Kt—KB3 | P—Q3 |
| 3. P—Q4 | P×P |
| 4. Kt×P | Kt—KB3 |
| 5. Kt—QB3 | P—QR3 |
| 6. B—KKt5 | P—K3 |
| 7. Q—B3 | |

Nowadays 7. P—B4 is played almost automatically, but at that time the Queen move was the most common, or at least it had been until the Gothenburg Interzonal a few months earlier, where several famous games with 7. P—B4 were played, among them Keres' win against Fuderer with the pawn sacrifice 7. Q—Kt3; 8. Q—Q2.

One of the best-known games with the text move was Bronstein's win with White against Najdorf in 1954, where he sacrificed a piece for three pawns: 7. Q—B3, QKt—Q2; 8. 0—0—0, Q—B2; 9. Q—Kt3, P—QKt4; 10. B×P, etc. But that same year I won two games with Black, with a defence I had invented myself. I was happy to get the opportunity to play it in this important game.

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|----------|------|
| 7. | B—K2 |
| 8. 0—0—0 | Q—B2 |
| 9. R—Kt1 | |

The height of fashion at that time. The plan R—Kt1 and P—KKt4 had become popular after a game Nezhmetdinov—Paoli, Bucharest, 1953.

- | | |
|------------|--------|
| 9. | Kt—B3 |
| 10. P—KKt4 | Kt—K4 |
| 11. Q—K2 | P—Kt4 |
| 12. P—B4 | P—Kt5! |

This was my little invention. After 13. P×Kt, P×P Black wins back his piece, and my games against Koelvig and Paoli did not indicate that White had any advantage!

- | | |
|------------|-----------|
| 13. Kt—Kt1 | Kt(K4)—Q2 |
| 14. B—R4 | B—Kt2 |
| 15. B—Kt2 | Kt—B4 |
| 16. Kt—Q2 | R—QB1 |

In these positions it is important that Black does not castle too early. First he must create threats against the white King's position, so that it becomes impossible for White to concentrate all his pieces against the black King.

- | | |
|-------------|-------|
| 17. K—Kt1 | Kt—R5 |
| 18. Kt(Q2)— | P—R3 |
| Kt3 | |

Winning a pawn with 18. P—K4; 19. P×P, P×P; 20 Kt—B5, Q—B6; 21. P×Q, Kt×P ch; 22. K—Kt2, Kt×Q; 23. R(Kt1)—B1 would give White a very promising position.

- | | |
|-------------|-----------|
| 19. B—K1 | Kt—B4 |
| 20. Kt—Q2 | Kt(B3)—Q2 |
| 21. P—KR4 | P—Kt3 |
| 22. P—Kt5?? | |

A serious positional error. Probably White ought to have played 22. P—B5, for 22.

P—K4 was a threat now. After, for instance, 22. P—B5, P—K4; 23. Kt(Q4)—Kt3, Kt × Kt; 24. Kt × Kt, P—QR4 Black's position is quite satisfactory—but after the text move it is much more so!

22. P—K4

23. P × KP P × KP

24. Kt(Q4)—B3

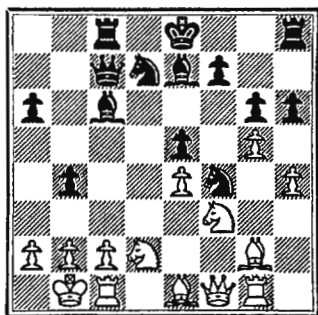
24. B—Kt3 may be better, but Black can win the KKt pawn with impunity.

24. Kt—K3

25. R—QB1 Kt—B5

A tremendous Knight.

26. Q—B1 B—QB8!



Decisive. The threat B—Kt4 is very strong and wins at least the exchange. White's best may be 27. Q × P, after which Black can take the exchange with 27. B—B4, and naturally he gets attacking possibilities on the QR file. A combative try with 27. Kt × KP is refuted by 27. Q × Kt; 28. B—Kt3, P × P; 29. P × P, B × KtP;

30. Kt—B3, Q—K2; 31. Kt × B, Kt × B.

White makes up his mind to do something drastic against B—Kt4, but—

27. P—B4 P × P e.p.

28. R × P

After 28. P × BP, B—R6; 29. R—B2, Q—Kt2 ch it is not difficult to cut White to pieces.

28. B—QKt4!

It was sad for the Icelanders to see their hero lose, but at least it happened in a nice way. Everybody loves a Queen sacrifice.

Well, it is not really a sacrifice because Black wins back the Queen at once. In passing we notice that it is difficult to decline the offer: 29. Q—B2, B—B4 is rather horrible.

29. R × Q R × R

30. B—Kt3

For after 30. Q—B2, B—Q6 ch it is mate in two.

30. B × Q

31. B × B P × P

Of course, the rest is not difficult.

32. P × P B—B4

33. Kt × P B × R

34. B × Kt B—R7

35. B × B R × B

36. Kt(K5)—B3 R—R8

37. P—R3 Kt—B4

38. K—R2 R × B

39. Kt × R Kt × P

40. Kt—K3 R—B4

Resigns

☆ IV ☆

GRANDMASTER!

THE VICTORY against Olafsson, considered sensational by most experts, was the prelude to something like a breakthrough for me. Had I been asked at that time if I expected to become a grandmaster, I would probably have found it difficult to give a negative answer, but I thought it would take a few years. Now, when I look back, I think that the Danish championship in Copenhagen, 1956, was the first time I showed grandmaster strength. I made very few errors in this tournament, one of the strongest Danish championships ever, and I won my first seven games for a start! Then three peaceful draws and another win.

After finally completing my second course at the Technical University I went to Hanko, Finland, for a small tournament, but I did not play very convincingly and had to share first place with Rantanen. Only a few days in Copenhagen, then to Gijon, Spain, where I won convincingly ahead of Darga, O'Kelly, Donner and some of the best Spanish players. In a hurry to Copenhagen to a training tournament organized by the newspaper *Ekstrabladet*, in which I drew twice and won with 8 points out of 9; Fuchs, East Germany, and Eigil Pedersen shared second place with 5 points! And so to Moscow for the chess Olympiad.

This time Denmark went to Final Group A, but even so things went very well for little me, fighting the leading masters on board one. I drew with the grandmasters and beat the others! Only once, in the preliminaries, I slipped up, losing to Fairhurst from Scotland. To make up for that I beat Gligorić in the finals.

'Are you aware that you have a better score than Botvinnik?' asked the Hungarian grandmaster Barcza one evening. No, I wasn't—it surprised me. My game against Botvinnik was drawn, and after I had even had winning chances. With 14 points in 18 games, or 77.8 per cent., I made the highest score of the top board players, and at the end of the Olympiad I was promoted to grandmaster! People applauded and I was astonished that it had happened so quickly.

This is the only tournament in which I have played better than I expected to do or thought possible beforehand!

In Denmark there was much enthusiasm, and I travelled around and gave exhibitions. In the intervals I was also busy at the university, so that when I came to the New Year tournament at Hastings I was very tired. To stimulate myself to overcome this fatigue I intentionally played very risky chess in most of the tournament and, with the exception of a loss to Olafsson in the second round, the results were excellent. In the end I tied for first place with Gligorić, ahead of Olafsson and O'Kelly. Less than a year before my match victory in Reykjavik had been a surprise, now my nice result in Hastings confirmed that my grandmaster title was not a question of luck. It may safely be said that 1956 was my breakthrough year.

7

GIJON, 1956

Black: F. Perez

King's Indian

- | | |
|-----------|--------|
| 1. Kt—KB3 | Kt—KB3 |
| 2. P—KKt3 | P—KKt3 |
| 3. B—Kt2 | B—Kt2 |
| 4. P—QB4 | 0—0 |
| 5. P—Q4 | P—Q8 |
| 6. 0—0 | QKt—Q2 |
| 7. Q—B2 | P—K4 |
| 8. R—Q1 | |

This line I played almost without exception against the King's Indian during the years 1954-6.

- | | |
|----------|------|
| 8. | R—K1 |
| 9. Kt—B3 | P—B3 |
| 10. P—K4 | |

The consequences of 10. P—Kt3, P—K5 have still not been clarified, though some Hungarian masters played this variation quite often, even after it had lost its popularity. At that time the recognized model game was Donner-Szabo, Buenos Aires, 1955: 11. Kt—KKt5, P—K6; 12. P×P, Kt—B1; 13. P—K4, Q—K2; 14. P—K3, B—R3; 15. Kt—B3, Kt×P; 16. Kt×Kt, Q×Kt; 17. Q×Q, R×Q; 18. Kt—Kt5, R—K2; 19. Kt—

K4, B—R6; 20. Kt×P, B×B; 21. K×B, B×P; 22. R—K1, R—K3 with near equality. I knew those complications better than I do now!

To the text move the best answer is probably 10. Q—K2, but also 10. Q—B2 is interesting, with the idea 11. P—KR3, P—QKt4!?

- | | |
|-----------|-------|
| 10. | P—QR4 |
| 11. P—KR3 | P—R5 |

A well-known trick: White cannot take the Rook's pawn without losing his King's pawn.

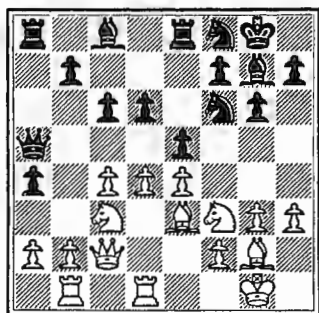
- | | |
|-------------|------|
| 12. B—K3 | Q—R4 |
| 13. QR—Kt1! | |

This position slowly got a reputation as favourable for White. That I had won it three months earlier in the Danish championship against Andersen was not, it is true, known to the world, but earlier still, in the New Year tournament at Hastings, Korchnoi had beaten Ivkov in a game that impressed people

everywhere: 13. P x P;
 14. Kt x QP, Kt-B4; 15. P—
 QKt4, P x P e.p.; 16. P x P, Q—
 Kt5; 17. B—B4!, B—B1?;
 18. B—Q2, Q—Kt3; 19. B—
 K3, Q—Kt5?; 20. Q—Q2!, Q—
 Kt3; 21. P—QKt4, Kt(B4) x P;
 22. Kt x Kt, Kt x Kt; 23. Q—
 Q3 with a decisive advantage.

Perez' next move must be seen against this background; he tries to improve his position without playing P x P.

13. Kt—B1



14. P x P!?

Impossible to say if this is stronger than 14. P—QKt4. Both continuations are very good. In my choice of the text move psychological considerations played a certain role: Perez is a typical attacking player and might be planning the not quite correct, but rather dangerous, sacrifice 14. P—QKt4, P x P e.p.; 15. P x KtP, P x P; 16. Kt x P, Q—R4; 17. P—KKt4, B x P!?

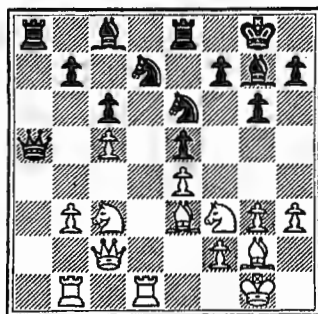
The move played is remarkable, because in this opening that same move in similar positions is often bad. But here it is difficult for Black to exploit the hole on White's Q4, and White obtains several positional advantages:

more space, the Queen's file, the squares QKt6 and Q6. Furthermore, the black pieces are a little in each other's way. Is the Bishop or Knight to go to K3?

14. P x P
 15. P—B5 Kt(B3)—Q2

Obstructs the Bishop, but gives the King's pawn solid protection; also defends the square QKt3 and keeps an eye on QB4. It is difficult to find a better move, e.g. 15. B—K3 is no good because of 16. Kt x KP, Kt x P; 17. Kt x QBP! The loss of the pawn here is avoided with 16. B x QRP, but after 17. Kt x B, R x Kt White is obviously better. 15. Q—Kt5; 16. P—Kt3, P x P; 17. P x P, Kt(B1)—Q2; 18. R—R1!, R—R6; 19. R x R, Q x R; 20. Kt—QR4 is also unsatisfactory for Black.

16. P—QKt4 P x P e.p.
 17. P x P Kt—K3



18. R—Kt2!!

The two exclamation marks are by Kmoch, in *Chess Review*, while Euwe's *Chess Archives* held that precisely this move was a little dubious. As indicated, close study has led me to the same conclusion as Kmoch. I am proud of the

move and consider it much better than 18. P—QKt4, the Dutch recommendation. Besides, I also consider 18. Kt—QR4 better than P—QKt4.

According to *Chess Archives* Black should now get good drawing chances with 18. Kt—Q5, but that is not so. White plays neither 19. Kt × Kt, P × Kt; 20. B × P, B × B; 21. R × B, Q × P (nor here 20. R—R2, Q × P; 21. R × R P × B) nor 19. B × Kt, P × B; 20. R—R2, Q × Kt; 21. Q × Q, P × Q; 22. R × R, Kt × P—but 19. Kt × Kt, P × Kt; 20. P—QKt4, P × Kt; 21. P × Q, P × R. Here *Chess Archives* states that White's position is not easy; for instance, 22. B—Q4, B × B; 23. R × B, R × RP; 24. Q × P, Kt × P. But White has a better move in 22. B—Q2!, and the win should not be too difficult.

Once this objection to the text move is overruled, then the advantages of the move can be summarized as follows. First of all, it contains a direct threat, winning a tempo. Secondly, it prepares for the doubling of Rooks on the Queen's file—for instance, 18. Q—B2; 19. Kt—QR4 followed by Q—B4 and R(Kt2)—Q2. Thirdly, it is really important to keep the pawn on QKt3, to protect the Knight on QR4. With the pawn on QB5 solidly protected and the QR file blocked, White is able to concentrate upon the exploitation of the Queen's file. According to circumstance he may strengthen his position with Kt—Q2—QB4 or B—KB1—QB4 or P—KR4 and B—R3.

I think the two exclamation marks are in order. The black position is very difficult.

18. Q—Kt5?
19. Kt—QR4 P—B4?

This is desperation. Patient defence of bad positions is not in Perez' nature. The threat was 20. B—Q2, Q—Kt4; 21. B—KB1, and Black had nothing better than 19. Q—R4; 20. R—R2, Q—B2. Then White may play either 21. P—QKt4 or 21. Q—B3, B—B1; 22. R(R2)—Q2. In the latter variation the exchange sacrifice 22. R × Kt is not quite sufficient.

20. P × P P × P
21. Kt—R4!

Simple enough. Together with the threat against the black KB pawn the possibility B—Q2 pops up again, because K4 is under control. White wins a pawn with superior position and gets direct attacking possibilities against the black King.

21. Kt—Q5
22. B × Kt P × B
23. Kt × P B—B3

Black might just as well try 23. P—Q6, although 24. Q—Q2, R × Kt; 25. Q—Kt5, Q—B6; 26. Q × B ch gives White an endgame with the exchange up.

24. Q—B1 R × Kt
25. P × R Q × BP
26. Q—KB4 P—Q6
27. Kt—Q6 R—B1
28. Kt—K4 B × R

Time pressure adds to Black's desperation. White would have an easy win anyway, being the exchange and pawn up.

29. Q—Kt4 ch K—R1?
30. Kt × Q Kt × Kt
31. Q—Kt4 Resigns

The black Queen's Bishop never got out!

(Perez is a very common name, but my opponent in this game is the same as in No. 23. For many

years he lived in Spain, but later he became domiciled in Cuba and in the Interzonal, 1964, he represented the Central American Zone).

8

OLYMPIAD, MOSCOW, 1956

White: N. Padevsky

Sicilian

- | | |
|-----------|--------|
| 1. P—K4 | P—QB4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. P—Q4 | P × P |
| 4. Kt × P | Kt—B3 |
| 5. Kt—QB3 | P—Q3 |
| 6. B—QB4 | P—K3 |
| 7. 0—0 | B—K2 |
| 8. B—Kt3 | 0—0 |
| 9. B—K3 | B—Q2 |
| 10. Q—K2 | |

Directed against P—QKt4. After 10. P—B4, Kt × Kt; 11. B × Kt, B—B3 both Q—Q8 and Q—K2, and probably also Q—K1, are answered by 12. P—QKt4 (the idea behind the move Q—K1 is seen in the variation 12. Q—K1, P—QKt4; 13. R—Q1, P—Kt5?; 14. P—K5, P × Kt?; 15. P × Kt, B × P; 16. Q × P, B × B ch; 17. Q × B and White has the better game).

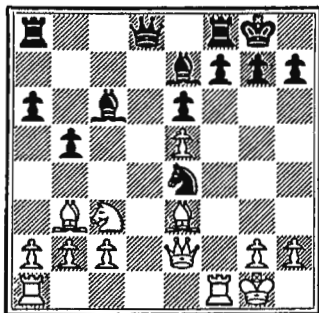
10. P—QR3!?

As far as I know, nothing is wrong with this move, but the theoreticians have not given it serious consideration. Known is 10. Kt × Kt; 11. B × Kt, B—B3; 12. QR—Q1, Q—R4; 13. P—B4, P—K4; 14. P × P, where White probably has a slight edge.

- | | |
|-----------|--------|
| 11. P—B4 | P—QKt4 |
| 12. P—K5? | |

My comment in *Skakbladet*, November, 1956: 'This push yields nothing, but Padevsky is the kind of player who attacks from the start. In the preliminaries he had scored 5 points in 6 games—draws against Botvinnik and Stahlberg—and I was a little afraid of him, but that gradually passed off.'

- | | |
|-------------|--------|
| 12. | P × P |
| 13. Kt × Kt | B × Kt |
| 14. P × P | Kt—K5! |



Black already has an excellent position. White's Bishop on QKt3 is biting on granite, and his KP may become weak.

- | | |
|----------------------|------------|
| 15. Q—B3?? | Q—B2! |
| Was White hoping for | |
| 15. Kt × Kt? | 16. Q × B, |

Kt—K7 ch; 17. K—R1, Kt—Q5;
18. B×Kt, Q×B; 19. B×P!?

Anyway, Padevsky overlooked something, for after Black's nice reply White loses a pawn without compensation.

16. Kt×Kt Q×P
17. Q—Kt8 Q×Kt
18. QR—K1?

An oversight or a desperate muddling attempt? I studied the position carefully, my nervousness was almost gone, I grabbed the exchange.

18. B—R5
19. Q—R3 B×R
20. R×B QR—Q1
21. P—B3 R—Q6

Intending 22. B—QB2, R×B with two Rooks plus Bishop against Queen.

22. Q—Kt8 KR—Q1

Repeating the offer. After 23. B—QB2, R×B; 24. B×Q, R×Q; 25. P×R, B×B; 26. R×B, R—Q8 ch the Rook ending ought to win easily. But I was fairly sure that Padevsky would not prefer a lost ending to a lost middle game.

23. Q—B2 Q—B4
24. Q—K2 B—Q4

Gives back the exchange, but with two pawns more and a strong position Black has an easy job. The Bishops of opposite colours do not make the win more difficult, rather the contrary.

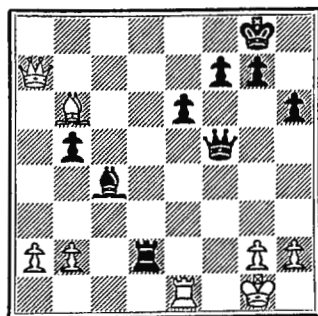
25. B—QB2 is, again, impossible because of R×B.

25. B—Kt6 B×B
26. B×R B—B5

27. B—Kt6 R×P
28. Q—Q2 R—Q6
29. Q—R5 P—R3

An escape-square for the King; then the attack against KKt7 can begin. Precisely because of the opposite-coloured Bishops White can do very little about threats against the white squares.

30. Q×RP R—Q7
31. Q—R7



Makes a nice finish possible. But, of course, the position was hopeless already.

31. R×P ch!
32. K×R B—Q4 ch
33. R—K4
Otherwise mate in three.

33. B×R ch
34. K—Kt1 Q—Kt4 ch
35. K—B2 Q—Q7 ch
36. K—Kt3 P—Kt4
37. Q—Kt8 ch K—R2
38. B—B2 Q—Q6 ch

Resigns

This game must have given Padevsky a shock. He lost the next two rounds, after which his team captain gave him a rest!

9

OLYMPIAD, MOSCOW, 1956

Black: S. Gligorić

Sicilian

1. Kt—KB3 P—QB4

2. P—K4!?

Quite unusual! I normally played my dear Catalan, with 2. P—KKt3. But it is not advisable to depend too much on fixed habits, and O'Kelly had given me some problems in Gijon with a move that had been regarded as absolutely harmless.

2. P—Q3

3. P—Q4 P×P

4. Kt×P Kt—KB3

5. Kt—QB3 P—QR3

That was what I expected. And if Gligorić had won this game, commentators would have written what good psychology it was to play one of my own favourite lines against me.

6. B—K2 P—K4

7. Kt—Kt3 B—K2

8. 0—0 0—0

White plays a quiet variation. Now comes that harmless move.

9. B—KKt5!? QKt—Q2

Two years later Petrosyan won a game against Averbakh with 9. B—K3, calmly allowing 10. B×Kt, B×B; 11. Kt—Q5. Then that became popular. But I certainly sympathize with the text move. I do not like to leave any central square to my opponent. If 9. B—K3 is correct the only explanation is that QKt3 is a rather bad square for the white Knight, at least it

is a long way from there to Q5.

10. P—QR4 P—QKt3?

Am I being too severe? I regard this move as a mistake; Black ought to play 10. P—R3 at once. Then 11. B×Kt, Kt×B; 12. B—B4, B—K3 is excellent for Black, so White should play 11. B—R4. But in comparison with the actual continuation this would be a distinct improvement for Black.

After this game everybody knew this little trick. In 1961 White got bad positions in these two games:

Bisguier-Donner, Budapest:

10. P—R3; 11. B—R4, P—QKt3; 12. B—B4, B—Kt2; 13. Q—K2, Q—B2; 14. KR—Q1, KR—B1; 15. Kt—Q2, P—KKt4!?; 16. B—KKt3, Kt—B4; 17. P—B3, Kt—K3; 18. B—B2, Kt—B5; 19. Q—B1, P—Q4!

Bisguier-Ivkov, Bled: 16.

Kt—B1; 17. B—Kt3, Kt—K3; 18. Kt—B1, Kt—Q5; 19. Q—Q3, P—Kt4!

Probably it is not as clear as that. But people stopped playing the variation for White—dead or Sleeping Beauty?

11. B—QB4 B—Kt2

12. Q—K2 Q—B2

The combination 12. Kt×P favours White after the simple 13. Kt×Kt, B×B; 14. Kt×P. And 12. P—R3; 13. B×Kt, Kt×B; 14. KR—Q1

gives White control of the important square Q5.

13. KR—Q1 KR—B1

14. Kt—Q2 P—R3

White's manœuvres, aiming at Q5, are rather slow. But what can Black do against them? White wants to play B—Kt3 and Kt—B4 or Kt—B1, followed by P—B3 and Kt—K3. Black cannot look at this passively.

A common manœuvre in similar positions has no meaning here: 14. B—B3; 15. B—Kt3 Q—Kt2?; 16. Kt—B4 with a clear advantage. 14. Kt—B4 is dubious because of 15. B × Kt, conquering the square Q5.

So the text move is natural enough, and we have already seen that Black gets good counterplay after 15. B—R4?, P—KKt4. But the white plans are so well under way that White does not mind exchanging Bishop for Knight. A defender of the Q5 square disappears!

15. B × Kt Kt × B

16. B—Kt3 B—B3

17. Kt—B4!

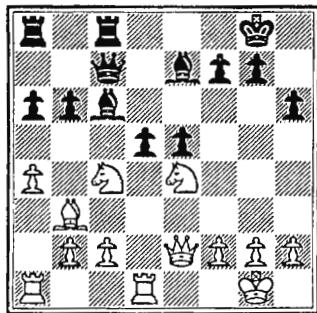
This Knight begins to play! The text contains two positional threats, Kt—K3—Q5 and 18. P—R5. Since then P—QKt4; Kt—Kt6 costs the exchange, Black would be left with a weak QR pawn. Against 17. P—QKt4 White plays either 18. Kt—K3 or 18. P × P, P × P; 19. R × R, R × R; 20. Kt—K3, for Black is unable to take the KP: 20. Kt × P?; 21. Kt(B3)—Q5, Q—Kt2; 22. Kt—B5 or 21. Q—Q2; 22. Kt × Bch, Q × Kt;

23. Kt—Q5, Q—R5; 24. P—KKt3.

Gligorić tries to cut the Gordian knot. No doubt it is the best solution.

17. Kt × P!

18. Kt × Kt P—Q4



Has Black not equalized completely? After 19. Kt(B4)—Q2, P × Kt; 20. Kt × P, Q—Kt2 his position is excellent, and 19. Kt × KtP? is bad because of 19. Q × Kt; 20. B × P, B × B; 21. R × B, Q × KtP.

19. P—R5!

A double gain of time. White sets up the threat of opening the QR file and at the same time he forces Black to take the Knight on B4, when White can recapture with a new threat, against KB7. In passing we notice that both 19. P—QKt4?; 20. Kt—Kt6 and 19. P × P?; 20. Kt × RP lose the exchange for Black.

19. P × Kt(B5)

20. Q × P R—B1

20. B—K1; 21. Q × Q, R × Q; 22. P × P and 20. B—B1; 21. P × P show that the white QR pawn is very active. But why does Black not play 20.

B × Kt; 21. Q × B, P—QKt4? Because White has 22. Q—B5!, for instance, 22. B—B3?; 23. R—Q7 or 22. B—Q3; 23. R—Q3 with insuperable difficulties for Black. Not in spite of but because of the opposite-coloured Bishops the attack against KB7 becomes so strong.

21. P × P Q × P
22. Kt—Q6 B—QKt4

The only defence, and very nice. Black gets rid of the weak QR pawn.

23. Kt × B P × Kt
24. Q—Q5 R × R
25. R × R B—B4?

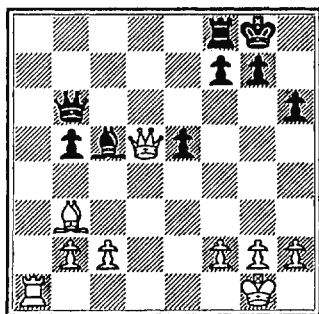
Glorigić has defended well so far, now he collapses. He ought to play 24. Q—B4.

Black got rid of the weak Queen's pawn; the problem of the QR pawn has also been solved. But the *transformation of advantages* is a well-known phenomenon in chess. Now White has pressure against KB7, the open QR file, the pawn majority on the Queen's side and a slight weakness of the black QKt and K pawns.

In one of his books Euwe has analysed this position very deeply. He does not demonstrate a clear win for White after 25. Q—B4, but certainly not a safe draw for Black either. I think that Black can hold his own in this variation: 25. Q—B4; 26. Q × Q, B × Q; 27. R—R5, R—Kt1; 28. K—B1, B—K2; 29. B—Q5, P—Kt5; 30. K—K2, K—B1; 31. P—Kt4, P—Kt3; 32. K—Q3, R—B1; 33. P—QB4, P × P e.p.; 34. P × P, P—B4; 35. P × P, P × P; 36. R—R7, P—K5 ch; 37. K—B2. White still has cer-

tain chances, but it is difficult to advance the QB pawn, and Black ought to be able to defend everything.

I would probably have played Q—B3 or Q—Kt7. Euwe analyses the latter possibility and gives B—Q1! as Black's best defence—for instance, 25. Q—B4; 26. Q—Kt7, B—Q1; 27. R—R8, Q—Q5; 28. P—B3, Q—Q7; 29. P—Kt3, Q × KtP; 30. B × P ch, K—R1; 31. Q—Q5, B—K2; 32. R × R ch, B × R; 33. Q × KP. White has won a pawn, and Black must be careful that he does not suddenly get mated on the white squares. At least White has good winning chances.



26. R—R8! B × P ch??

The best chance was 26. R × R; 27. Q × R ch, B—B1; 28. Q—Q5, Q—R2!; 29. P—R4, P—Kt5; 30. Q × KP, Q—K2; 31. Q—KB5, Q—B3; 32. Q—Q5, but White still has winning chances. The extra pawn on the Queen's side is combined with threats against the black King's position. But a clear win is difficult to demonstrate.

Another possibility is 26. Q—B2, but after 27. R × R ch Black cannot recapture with the Bishop, because the QKt pawn

goes. So his King must take a walk, which is always dangerous. One of Euwe's variations goes 26. Q-B2; 27. R x R ch, K x R; 28. Q-R8 ch, K-K2; 29. Q-KKt8, K-B3; 30. Q-K8, P-Kt5; 31. B x P, B x P ch; 32. K-B1!, B-Q5; 33. Q-K6 ch, K-Kt4; 34. Q-KKt6 ch, K-B5; 35. P-KKt3 ch and Black cannot avoid mate. However, there is a flaw in this analysis: as 31. Q-K2! forces the exchange of Queens and draws.

After 28. K-K2 I consider 29. Q-K4! the correct continuation. It is true that this move allows the black King to get back to KB1, but with the white Queen looking in the direction of KR7 this does not mean safety. One of White's ideas is to play P-QB3 before Black can play P-Kt5. If the black pawn should be fixed on QKt4 it would be a serious weakness. After 29. Q-K4! the reply P-Kt5 allows 30. Q-B5, K-B1; 31. B x P!, Q x B; 32. Q-B8 ch, while if 29. K-B1, White does not play 30. P-R4, because Black draws with 30. P-Kt3; 31. P-R5, Q-Q2!, for instance, 32. P-B8, Q-B4 or 32. P x P, Q-Q8 ch; 33. K-R2, Q-R4 ch—instead he plays 30. Q-B5!, K-Kt1; 31. P-R4, P-Kt5; 32. B-Q5. The idea is P-R5 followed by B-K4, forcing the black King to start his travels again.

An amusing variation is 29. Q-K4, K-B1; 30. Q-B5, P-Kt3; 31. Q-B6, P-R4; 32. Q-R8 ch, K-K2; 33. Q-KKt8 (33. P-B3 is also strong), K-B3; 34. Q-K8, P-Kt5; 35. B x P!, which is the attacking method given by Euwe, the slight differ-

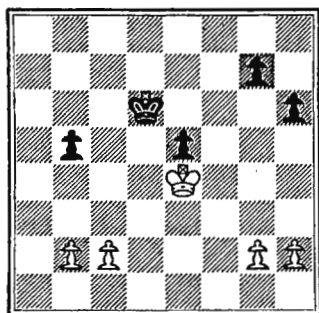
ence being that 35. Q-K2 does not save Black here, as White wins easily after 36. B x P!

These variations give an impression of White's possibilities, but I would not say that a win for White has been proved. We return to the game; after 26. B x P ch?? Black is lost.

27. K-B1 Q-KB3

27. R x R. 28. Q x R ch, K-R2; 29. B x P is hopeless for Black. But now comes a neat simplification.

28. Q x BP ch!	Q x Q
29. B x Q ch	K x B
30. R x R ch	K x R
31. K x B	K-K2
32. K-K3	K-Q3
33. K-K4



This ending is a win for White because of the possibility of creating a so-called distant passed pawn. If things develop normally White advances a pawn on the QB file, which the black King must take care of. It must leave the King's pawn and we get a position with the white King on K5, the black King on the QB file. The white King gets to the pawns on the King's side first, and White wins. This is the

normal course. We can illustrate it with this variation: 33. K—K3; 34. P—B3, K—Q3; 35. P—QKt3, K—K3; 36. P—R4, P—R4; 37. P—B4, P × P; 38. P × P, K—Q3; 39. P—Kt3, P—Kt3 (or 39. K—K3; 40. P—B5); 40. P—B5 ch, K × P; 41. K × P followed by K—B6.

But with his two next moves Gligorić tries to interfere with these plans.

33. P—Kt5
34. P—B3 P—Kt6
35. P—B4 P—Kt3
36. P—Kt4

Of course 36. P—R3 was also very good, to answer P—Kt4 with P—Kt4 and P—R4 with P—R4.

36. P—R4
37. P × P P × P
38. P—R4

Black is in zugzwang. After 38. K—B4; 39. K × P, K × P; 40. K—K4 White wins, because he has the horizontal opposition. He captures the black QKt pawn, and afterwards he runs to the black Rook pawn. This is one of the reasons why he could not allow the black RP to advance any further and, equally, if Black tries to move at once to the King's side, it is best, of course, that his pawn there is not too far advanced. With the white

pawn on KR3 and the black pawn on KR5 Black would draw!

38. K—B3!?
39. K × P K—B4
40. K—B5! K—Q5
41. K—B4 K—B4
42. K—K5 K × P
43. K—K4

White avoided being on move in this position. 40. K—K4??, K × P; 41. K—K3, K—Q4; 42. K—Q3, K—K4 leads to a draw. Now it is Black who must lose a move with his King.

43. K—B4
44. K—Q3 K—Q4
45. K—B3 K—K5

Or 45. K—B4; 46. K × P, K—Kt4; 47. K—B3, K—B4; 48. K—Q3, K—Kt5; 49. K—K4. Here Black would be two tempi short; in the game continuation he is only one!

46. K × P K—B4
47. K—B3 Resigns

The black pawn only reaches R6.

This I still consider one of my most beautiful games. By the way, it was my only win against grandmasters in that Olympiad; against all the others I drew. (It is true that I beat Robatsch—in 20 moves!—but he only got the grandmaster title four years later. Padevsky also got the title later.)

10

HASTINGS, 1956-57

White: C. H. O'D. Alexander

Sicilian

- | | |
|-----------|--------|
| 1. P—K4 | P—QB4 |
| 2. Kt—KB3 | P—Q3 |
| 3. P—Q4 | P × P |
| 4. Kt × P | Kt—KB3 |
| 5. Kt—QB3 | P—QR3 |

At this time I was about to give up this Najdorf Variation, which I had used a great deal for several years. So much theory had been published on it that nearly all masters knew a good line for White and could play many moves without thinking very much. I had also found some improvements for White myself and was afraid that others would find them and play them against me.

I became a devotee of the Najdorf Variation during the junior world championship in Birmingham, 1951. Afterwards I even began to play openings like 1. P—QB4, P—K4; 2. P—Q3, Kt—KB3; 3. P—QR3!?, hoping for 3. P—Q4; 4. P × P, Kt × P; 5. Kt—KB3, Kt—QB3; 6. P—K4 the dear variation with a tempo extra. Of course I did not go on with this: among masters you cannot make anybody play 3. P—Q4.

- | | |
|-----------|------|
| 6. B—KKt5 | P—K3 |
| 7. P—B4 | B—Q2 |

A rather popular line at that time, later it disappeared. As in many similar cases, it is difficult to explain why.

8. P—K5 gives White nothing

because of 8. P × P;
9. P × P, Q—R4.

- | | |
|------------|---------|
| 8. Q—B3 | Kt—B3 |
| 9. 0—0—0 | Kt × Kt |
| 10. R × Kt | B—B3 |
| 11. P—B5 | |

At the student tournament half a year later Tal played 11. B—K2, B—K2; 12. KR—Q1, Q—R4; 13. Q—K3, P—R3; 14. B—R4, P—K4; 15. P × P, P × P; 16. R(4)—Q3 against me, and he won the game, which probably was part of the reason for the decline of the popularity of 7. B—Q2. However, nothing is wrong with the black position.

- | | |
|------------|-------|
| 11. | Q—R4 |
| 12. B × Kt | P × B |
| 13. P × P | |

Later 13. B—K2 was recommended; Black ought to answer 13. 0—0—0.

- | | |
|-----------|-----------|
| 13. | Q—KKt4 ch |
| 14. K—Kt1 | P × P |
| 15. B—B4 | Q—K4! |

The centralized Queen is not so easy to drive away and plays the main role in the continuation.

- | | |
|-----------|--------|
| 16. KR—Q1 | 0—0—0 |
| 17. Kt—K2 | P—B4!? |

Apparently risky, but Black wants a diagonal for his King's Bishop, and analysis shows no refutation of this move.

- | | |
|------------|-------|
| 18. Q—QKt3 | R—K1! |
|------------|-------|

After 18. P × P; 19. B—K6 ch White would get the square Q5 and a clear positional advantage.

Now White ought to play either P × P or B × RP. This sacrifice looks strong, but Black has a defence ready: 19. B × RP, P × B; 20. R—B4, K—Q2; 21 R × B, K × R; 22. Q—R4 ch, K—B2; 23. Q × R, Q × KtP ch! 24. K × Q, B—Kt2 ch with a fairly even endgame. All this was played a few months later in the Bognor Regis tournament, between Barden and Andersen.

Alexander tries to prepare the sacrifice, but there is no time for that.

19. Kt—B3? P × P
20. B × RP P—Q4!

A nice defence. Of course 20. P × B was bad because of 21. R—B4.

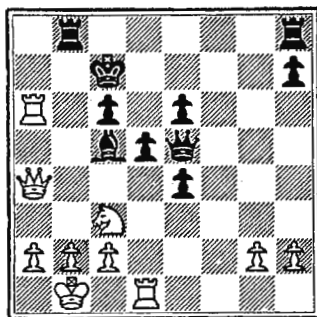
But now Black dominates the centre, and as a matter of fact White's attack ebbs away by itself. A cool answer to 21. Kt—Kt5 is K—Kt1!

21. B—Kt5 B—B4
22. R—R4 K—B2
23. B × B P × B
24. R—R6

The strong black centre makes it impossible for this Rook to retreat, so it is not strange that it tries to attack. And White had to find a square for his Queen.

But Black is ready to counter-attack. He has not really finished his development, but his Queen and Bishop are dominating.

24. R—QKt1
25. Q—R4



25. R × P ch!

But not 25. Q × Kt??; 26. Q × BP ch, K—Q1; 27. R × P ch! and White draws by perpetual check.

26. K × R R—QKt1 ch
27. K—B1

27. Q—Kt3 is quite hopeless because of 27. B—Q5!; 28. Q × R ch, K × Q; 29. R—R8, P—B4, White cannot get free of the pin.

27. B—K6 ch
28. R—Q2 Q × Kt
29. R—R7 ch

Forces the exchange of Queens, avoiding mate. But of course the ending is lost.

29. B × R
30. Q × B ch R—Kt2
31. Q—Q4

Necessary because of the mating threat.

31. Q × Q
32. R × Q K—Q3
33. R—Q2 P—B4
34. P—Kt4 P—K6

The centre pawns win automatically.

35. R—Kt2 P—Q5
36. P—Kt5 R—KB2

37. K—Q1 P—K4

38. P—KR4 P—K5

39. K—K2 R—B6

40. P—R5 P—B5

Resigns

The centre pawns give mate!

The end might have been

41. P—Kt6, P—Q6 ch; 42. P × P,

BP × P ch; 43. K—K1, P—K7;

44. R—Kt1, P—K6; 45. P—Kt7,

R—B7; 46. P—Kt8(Q), P—Q7

mate! This would really have

been an appropriate conclusion

to a game where Black took

certain risks to conquer the

centre.

☆ V ☆

UPS AND DOWNS

WHAT HAPPENS next with the young grandmaster? Does he win one tournament after the other? No, he doesn't, and that is probably not so strange. First of all he is tired, needs a pause to rest. Secondly, he feels that he still has not played enough against the really tough guys; he wants to learn how to beat them, not to draw against them. So, to a certain degree, he sees the international tournaments as training, and that does not have a positive effect on the results.

Apart from the student tournament in Reykjavik in July—where I played miserably—my next tournament was the Zonal Tournament in Wageningen, Holland, in October-November. It was strong, and I just managed to share third place with Donner, whom I later beat in the play-off, qualifying for the Interzonal. Szabo played a great tournament and won convincingly, Olafsson came second. Further down the list were people like Uhlmann, Trifunović, Stahlberg and Ivkov, so my result was not all that bad. But my play was not too good; I was often in difficulties, but escaped many times thanks to commendable energy and resourcefulness. However, I played two or three really good games, of which I remember with most pleasure my Rook sacrifice against Troianescu, No. 11.

Immediately afterwards I went to Dallas, Texas, to a double-round tournament with eight participants. Reshevsky and Gligorić won. Szabo and I tied for third place and could be satisfied, as we were tired after Wageningen. The order of the others was: Yanofsky, Olafsson, Najdorf, Evans. I was not satisfied with my play, and I drew a couple of endings I thought I should have won.

In March, 1958, I won the traditional tournament in Mar del Plata, Argentina. The young American, Lombardy, came second; Panno, Sanguinetti and Eliskases tied for third place; Rossetto and Pilnik were further down. Many people had warned me of European masters who had been unpleasantly surprised by little known Argentinians, but my record in the tournament was sufficiently convincing. My only loss was against Panno and was due to a risky opening variation. I am not so sure that game, No. 12, was my best in the tournament, but in my memory it stands in a special light. I

was also well satisfied with my win against Stahlberg in a match Denmark-Sweden, No. 13.

Now I was in top form again, and in the Interzonal in Portoroz in Yugoslavia I planned to qualify for the Candidates' Tournament! It proved to be the greatest failure in my chess career—I finished as No. 16. I cannot explain it.

11

WAGENINGEN, 1957

White: O. Troianescu

English

- | | |
|-----------|--------|
| 1. P—QB4 | P—KB4 |
| 2. Kt—KB3 | Kt—KB3 |
| 3. P—KKt3 | P—Q3 |
| 4. B—Kt2 | |

Tastes differ, as everybody knows. No doubt the omission of 4. P—Q4 makes life easier for Black, but the Rumanian doctor may have desired to avoid theoretical lines.

After the text move I call the opening 'English'. The tournament book calls it 'Dutch', also possible. The Dutch thought it a polite gesture towards the tournament organizers every time a player pushed his KB pawn two steps forward!

By the way, it is an excellent tournament book, but too little known. The book met with bad luck on two counts. First, its appearance was considerably delayed because the publishers were busy with the memoirs of Queen Wilhelmina—and, later, part of the edition was destroyed by fire! But naturally such incidents make us, the happy owners of a copy, especially fond of it.

- | | |
|---------|------|
| 4. | P—K4 |
| 5. P—Q3 | B—K2 |
- Again, a difference of taste.

Most modern masters would be inclined to play 5. P—KKt3. If I had done that and if Kt—QB3 had come soon afterwards, I would probably have called the opening 'Sicilian Reversed', for we would then have a position typical of the closed variation of the Sicilian.

- | | |
|-----------|--------|
| 6. 0—0 | 0—0 |
| 7. P—QKt3 | P—B4!? |

If White had played 7. Kt—B3 I would certainly not have weakened my Q4 square. In fact I do not like such holes. But after White's tame move I felt justified in playing forcefully.

- | | |
|-----------|-------|
| 8. Kt—B3 | Kt—B3 |
| 9. B—Kt5 | B—K3 |
| 10. Kt—K1 | |

A serious alternative was 10. B × Kt, B × B; 11. Kt—K1, the answer 11. P—K5 being of doubtful value. Now Black keeps his King's Knight, thus preventing White from gaining absolute control of Q5.

- | | |
|-----------|---------|
| 10. | Kt—KKt5 |
| 11. B × B | Q × B |
| 12. Kt—Q5 | Q—Q2 |
- Hard to say if 12. Q—

KB2 is better, but psychologically the text has certain advantages. Playing the Queen to the KB file might really provoke White to choose the right plan. He ought to play 18. P-B4 or 18. P-B3, Kt-B3; 14. Kt x Kt ch, R x Kt; 15. P-B4, when he would have at least an even game. Instead, he chooses a flabby move, making it possible for Black to play for a direct King's side attack.

Knowing the game, you are inclined to overlook the possibility that Black may have plans for action on the Queen's side. One of the reasons for the text move is that the Knight on QB3 is protected, a practical preparation for QR-Kt1 and P-QKt4!

13. Kt-B2? P-B5!

Depriving that Knight of the square K8. A Petrosyan might get the idea of playing 14. Kt-K1! in this position, but it is hard to admit errors.

14. Q-Q2 Q-KB2

Protecting the KB pawn and preventing 15. P-B3 (although that would be a sad story for the white Bishop anyway): 15. P-B3?!, Kt x P!; 16. K x Kt, Q-R4 ch; 17. K-Kt1, P x P; 18. KR-Q1, Q-R7 ch. 19. K-B1, B-R6.

15. P-KR3 Kt-B3

16. Kt x Kt ch

After White's prudent play 16. P x P would have been a surprise. In fact it is not very good: 16. P x P, B x Kt; 17. P x B, Kt x P; 18. P x P, Kt-B5 with a powerful attack, or, for instance, 18. B x Kt, Q x B; 19. Kt-K8,

Q-K8; 20. P-B5, Q-R3; 21. K-R2, R x P.

16. Q x Kt

17. K-R2 Q-R3

18. Q-Q1?

P x P ch was a threat, but better defences were 18. QR-Q1 or 18. Q-K1, to answer 18. R-B8 with 19. R-R1. But in any case White's position was very bad.

The text move plans P-K3, but that is prevented.

18. B-Kt5!

19. Q-K1

Against 19. Kt-K1 my plan was 19. P x P ch; 20. P x P, R x R; 21. B x R, R-KB1; 22. Kt-B3, B x Kt; 23. P x B, Kt-Q5 with a positionally won game. Also 19. P-B3, P x P ch; 20. K x P, B-K3 is very inconvenient for White, and 19. R-R1 is refuted by 19. P x P ch; 20. P x P, R-B7.

19. R-B4

20. P-KR4

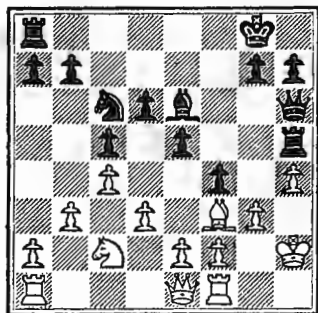
20. R-R1, R-R4; 21. P-KR4, P-KKt4 also gives Black an overwhelming attack. But not 20. R-R1, QR-KB1?; 21. K-Kt1, B x KP; 22. B-Q5 ch, K-R1; 23. Q x B, P x P; 24. P-B8 nor 20. P x P ch; 21. P x P, QR-B1; 22. K-Kt1, B x KP; 23. Q x B, R-B7; 24. R-KB1!, R x Q; 25. B-Q5 ch, R-B2; 26. B x R ch, K-R1; 28. B-R5.

20. R-R4

21. B-Q5 ch

Against 21. R-R1 either 21. P-KKt4 or 21. R-KB1.

21. B—K3
 22. B—B3?!



Challenging fate. But the position is really so bad that this boldness is quite understandable. After 22. R—R1, B × B; 23. P × B, Kt—Q5; 24. Kt × Kt, KP × Kt or 22. K—Kt2, B × B ch; 23. P × B, Kt—K2; 24. P—K4, P × P e.p.; 25. Kt × P, Q—Kt3 Black wins a pawn. And also after 22. B × B ch, Q × B; 23. K—Kt2, R—KB1 (threatening R × P) the white position cannot last long.

22. R × P ch!
 23. P × R Q × P ch
 24. K—Kt1 B—R6

The defensive move B—Kt2 is prevented, and then Black calls in his Queen's Rook. The white position is so wretched that his pieces cannot come quickly enough to the rescue. As a matter of fact the only defence is 25. Kt—K3, but after 25. P × Kt; 26. P × P, Q—Kt4 ch Black must win, of course.

Other variations lose just as quickly as the game continuation—for instance, 25. B—R1, R—KB1; 26. P—B3, Q—Kt4 ch; 27. K—R2, R—B3; 28. R—Kt1, Q—R4 or 25. Q—Q2, R—KB1; 26. Kt—K1, R—B3; 27. Kt—Kt2, R—Kt3. Or 26. Kt—Q5; 27. B—Kt2, P—B6!, which I planned, as far as I remember. That also wins, but a little more slowly.

25. P—K3? R—KB1
 26. Q—K2

Or 26. P × P, R × P; 27. B—Q5 ch, K—B1; 28. Kt—K3, Q—Kt4 ch; 29. B—Kt2, Kt—Q5; 30. P—B3, Kt—B7.

26. R—B3
 27. B—Q5 ch K—B1
 Resigns

12

MAR DEL PLATA, 1958

White: E. Eliskases

Dutch

(My comments from *Skakbladet* February, 1959, under the headline: 'Violent attack—of cold'.)

'Chess masters do not talk as much of sore behinds as cyclists in a six-day race but, except for that, there are certain similarities when it comes to eloquence after

an unexpectedly bad showing in the spurt for points. One of the most popular excuses is "a cold". It is convenient and undefined, may mean this or that, often it means nothing at all.

'It is good to have such an explanation ready, so I have

hesitated to bring my game against Eliskases and its story to the knowledge of a broader public. However, the fact remains that it is a good game, something to show and to brag about.

'It was an exciting game where both players were under heavy attack. The one which Eliskases had to ward off will be seen from the moves, the one against myself was conducted with great violence by a tremendous army of bacteria.

'The weather in Mar del Plata in March, the Argentine autumn, is like first-class Danish summer weather, but one day suddenly we were served cold and rain, and I had not been dressed for it. On the next day when I had to play Eliskases I coughed incessantly, and I needed every one of the big supply of handkerchiefs in my pockets ...'

1. P—Q4 P—KB4

Do you know Eliskases? Until 1939 the Austrian candidate for the world championship, now a strong and solid grandmaster, but a little too passive in his play, without the fighting spirit and ambition of his youth. Against such players I like to play the Dutch, as often they potter about too much so that you can just sit and build up an attack on the King's side.

2. Kt—KB3 Kt—KB3

3. P—KKt3 P—K3

4. B—Kt2 B—K2

5. P—B4 O—O

6. O—O P—Q3

7. P—Kt3 Q—K1

8. B—Kt2 P—QR4

9. P—QR3 QKt—Q2

As expected, White chooses a solid but not very aggressive

set-up. He told me afterwards that he had played it several times, and Black usually played 9. Q—R4, when he replied 10. P—K3, often followed by Kt (KB3)—Q2. The idea of it all was to stop Black's attack before it got started; White's play in the centre and on the Queen's side would come later.

In Eliskases' opinion the text move was very fine. That was not clear to me when I played it. That it cost me half an hour had nothing to do with chess, it just showed how miserable I was.

10. QKt—Q2 Q—R4

11. R—K1

Now Eliskases did not like

11. P—K3 because of the reply

11. P—KKt4; he did not know where to put his King's Knight. Now the answer to

11. P—KKt4 is 12. Kt—B1.

All these careful, too careful, manoeuvres I was unable to appreciate. I blew my nose and went straight ahead.

11. Kt—K5

12. P—K3 Kt(Q2)—B3

13. Kt × Kt P × Kt

Again here I took half an hour for one move. Pilnik said later that he had been betting with himself that I would capture with the pawn, for you must obey your aggressive nature. Against 13. Kt × Kt White can play the simplifying 14. Kt—Q2.

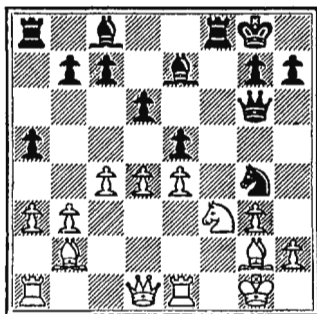
14. Kt—Q2 Q—Kt3

15. P—B3

Bah, those speculations were unnecessary. Eliskases does not dream of playing for the win of a pawn, and it must be admitted that 15. Q—B2, P—Q4; 16. P × P, P × P; 17. Q × BP, R—B2

would give Black excellent attacking chances.

15. P × P
 16. Kt × P Kt—Kt5
 17. P—K4 P—K4!



Now it was Eliskases' turn to think for a very long time, while I walked around coughing, but with an encouraging feeling that I had a good position.

Of course White cannot win a pawn: 18. P × P?, P × P; 19. B × P?, R × Kt or 19. Kt × P?, Q—Kt3 ch; 20. B—Q4, B—QB4. Also 18. P—Q5 is uninviting: closing the centre means giving Black peace for his exercises on the King's side, and a good reply is 18. B—Kt4.

The following surprising move plans to protect KB2 and KR2 with R—R2.

18. B—B3 B—Kt4
 19. Kt × B Q × Kt
 20. R—R2 Q—R3
 21. B—B3?

A natural continuation of the chosen defensive strategy. White does not like to weaken his pawns. Nevertheless 21. P—R3 was better, for instance, 21. P × P; 22. B × QP, Kt—K4; 23. B × Kt, P × B; 24. Q—Q5 ch and White seems to hold his own.

21. P × P
 22. B × QP Kt—K4
 23. B × Kt P × B
 24. Q—Q3 B—K3
 25. P—QR4 QR—Q1

Black's advantage is obvious. He has the better Bishop, his Rooks are on the open files, and White's Q4 is an incurable weakness. Eliskases hopes to save himself in the endgame, and his hopes are increased by my time pressure. In the continuation I do make a few inaccuracies, but a sufficient advantage is preserved and kept until the adjournment.

By the way, I was coughing less now, and my nose running more slowly. I had to play quickly—no time for being ill.

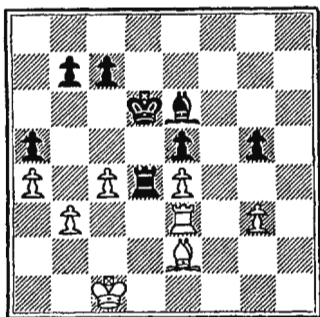
26. Q—K3 Q × Q ch
 27. R × Q B—R6!
 Threatening 28. R—Q8 ch.

28. R—R1 R—Q7
 29. R—Kt1 P—R4?

Much better was 29. R—B3, preparing to play the King to KB1 and K2 (perhaps even to QKt5!) and creating the possibility of R—QKt3.

30. B × P! R—Kt7 ch
 31. K—R1 R(B1)—B7
 32. B—B3 R × RP ch
 33. K—Kt1 P—KKt4?
 Stronger was 33. K—B1!

34. R(Kt1)—K1 R—QKt7
 35. R(1)—K2 R(R2) × R
 36. B × R B—K3
 37. K—B1 K—B1
 38. K—K1 K—K2
 39. K—Q1 K—Q3
 40. K—B1 R—R7
 41. K—Kt1 R—Q7
 42. K—B1 R—Q5



The adjourned position. Both players came, during the analysis, to the conclusion that it is won for Black, which is not surprising. The black pieces are more active than the white ones.

- | | |
|-----------|-------|
| 42. K—B2 | K—B4 |
| 44. K—B3 | P—B3 |
| 45. B—B3 | R—Q1 |
| 46. B—K2 | R—KR1 |
| 47. B—B3 | R—R6 |
| 48. B—Kt2 | R—R7 |
| 49. B—B3 | B—B2! |

In a way it is strange that the exchange of Black's good Bishop against White's bad one is part of the winning procedure. If White prevents this exchange with P—KKt4, the black Bishop returns to K3 and White cannot defend the KKt pawn. And also after 50. B—K2, B—R4; 51. B—Q8, R—B7, followed by B—B6 and P—Kt5, that pawn is in trouble.

- | | |
|-----------|------|
| 50. B—Kt4 | B—R4 |
| 51. B—B8 | |

The Rook ending is hopeless, for instance, 51. B×B, R×B; 52. R—B3, R—R6; 53. R—Q3, P—Kt5; 54. R—K3, R—R7; 55. R—K1, R—KKt7; 56. R—K3, P—Kt3; 57. R—Q3, R—K7.

Now 51. P—Kt3 is bad because of 52. P—KKt4.

- | | |
|----------|-------|
| 51. | B—K7 |
| 52. B×P | B—Kt5 |

Locking up the white bishop! But just as easy was 52. P—Kt5; 53. B—B8, R—Kt7; 54. B—Q7, B—Q8, planning 55. R—QB7 ch; 56. K—Q3, R—QKt7, conquering the white Queen's-side pawns.

- | | |
|----------|---------|
| 53. R—Q3 | R—KKt7! |
| 54. B×P | |

Desperation; after 54. R—K3 the quickest was 54. B—Q8 with the same shrewd intentions as in the previous note. The rest of the game does not contain serious problems.

- | | |
|--------------|-----------|
| 54. | K×B |
| 55. P—QKt4 | P×P ch |
| 56. K×P | R—Kt7 ch |
| 57. K—B3 | R—K7 |
| 58. P—R5 | R×P |
| 59. P—R6 | B—K3 |
| 60. K—Kt2 | R×P |
| 61. R—R3 | R—QKt5 ch |
| 62. K—B3 | R—Kt1 |
| 63. P—R7 | R—QR1 |
| 64. R—R6 ch | K—Q4 |
| 65. K—Kt4 | B—Q2 |
| 66. R—R1 | P—K5 |
| 67. K—B3 | B—Kt4 |
| 68. K—Q2 | K—Q5 |
| 69. R—R3 | P—Kt5 |
| 70. R—Kt3 | B—R3 |
| 71. R—Kt4 ch | B—B5 |
| 72. R—R4 | P—K6 ch |
| 73. K—B2 | P—K7 |
| 74. K—Q2 | K—B4 |
| 75. R—R1 | K—Kt3 |

Resigns

So, after this I am not in a position to use 'cold' as an excuse. But, there are other possibilities, for instance, 'overworked by my studies' or—'sore behind'!

13

MATCH DENMARK-SWEDEN, COPENHAGEN, 1958

Black: G. Stahlberg

Grünfeld Indian

- | | |
|-----------|--------|
| 1. Kt—KB3 | Kt—KB3 |
| 2. P—KKt3 | P—KKt3 |
| 3. B—Kt2 | B—Kt2 |
| 4. 0—0 | 0—0 |
| 5. P—B4 | P—B3 |

A solid variation, which makes it difficult for White to do anything with his extra move. Smyslov used this defence in his title match against Botvinnik in 1957 when he had the lead and was satisfied with draws.

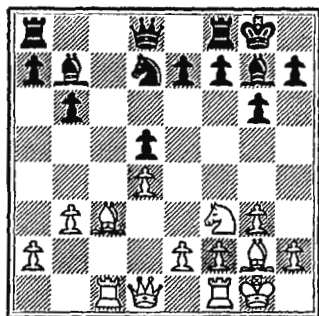
In my notes in *Skakbladet* I give a long explanation of my next move. The point is that after 6. P—Q4, P—Q4; 7. P—Kt3 Stahlberg had played 7. . . . P—Kt3 several times. By transposing the order of moves I forced him to play the variation 7. . . . Kt—K5, as he would not allow 6. P—Kt3, P—Q4; 7. B—Kt2, where White omits P—Q4 and gets a more flexible pawn structure. 7. . . . P—Kt3 is in no way stronger than 7. . . . Kt—K5, but it is wise to force the opponent to play something different from his favourite line.

- | | |
|----------|-------|
| 6. P—Kt3 | Kt—K5 |
| 7. P—Q4 | P—Q4 |
| 8. B—Kt2 | Kt—Q2 |

Not a mistake in this position, but note that it often is in similar situations! After the opening of the Bishop's file the right square for this Knight is QB3. But here this is not very important.

- | | |
|----------|-------|
| 9. P × P | P × P |
|----------|-------|

- | | |
|------------|---------|
| 10. Kt—B3 | Kt × Kt |
| 11. B × Kt | P—Kt3 |
| 12. R—B1 | B—Kt2 |



Here I thought for quite some time, mainly to convince myself that the position was worth playing! After rejecting 18. Q—Q2, Kt—B3 and 18. Q—Q3, P—QR4 I saw no other reasonable move than the following—except 18. Kt—K5 and peace negotiations!

It can be difficult to avoid such a waste of time, but of course it would have been better to play the next move after two minutes instead of twenty.

- | | |
|-----------------------------|---|
| 13. R—B2 | R—B1 |
| 13. . . . P—QR4 | may be more exact. White probably answers |
| 14. Q—Q2, Kt—B3; 15. B—Kt2. | |

- | | |
|---|------|
| 14. Q—Q3 | R—K1 |
| Black cannot get all the Rooks off the board at once; after | |

14. R—B2; 15. KR—B1,
Q—Kt1; 16. B—Kt4 is annoying.

15. KR—B1 B—KB1

16. B—Q2 R×R

17. R×R P—K8

18. B—B4 Kt—B3

Here again I used a lot of time, but on this occasion to discover that I had a slight advantage. The following move is very natural but would not be very attractive if the Knight could simply be driven back, and 19. Kt—K5, Kt—R4; 20. B—Q2, P—B3; 21. Kt—B6?, Q—R1; 22. Kt—Kt4?, P—QR4 or 22. Q—Kt5, R—B1; 23. Kt—Kt4 is not good. So the idea is conceived that the only possibility to keep the initiative is for the Knight manoeuvre to KR6.

19. Kt—K5 Kt—R4

19. B—Q8?; 20. B—Kt5! B—K2; 21. Q—KB3 is very unpleasant for Black.

20. B—Q2 P—B3

21. Kt—Kt4 Q—K2

22. Kt—R6 ch B×Kt

A difficult decision, which Stahlberg took quickly. 'This move alone could bring me into time trouble,' said the clever veteran afterwards. Naturally he is not happy about giving up this important Bishop, but after 22. K—R1; 23. P—KR4! White is ready to advance his KKt pawn and conquer the vital centre square K5. 23. P—KKt4, Kt—Kt2; 24. P—Kt5! may look even stronger, but Black should play 23. P—KKt4!

Now each of us had only half an hour left for eighteen moves.

23. B×B R—QB1

24. R×R ch B×R

25. P—K4

Open up the position for the two Bishops! After, for instance, 25. P×P; 26. B×P, P—B4; 27. B—B3, Kt—B3; 28. B—Kt5 the threatening breakthrough P—Q5 faces Black with serious problems. Not only because of the strength of the two Bishops in general but especially because of the vulnerable position of his King must Black ensure that the position is not opened even further.

25. B—Kt2

26. P—K5

After 26. P×P, B×P; 27. B×B, P×B White may set up some threats against the enemy King, but I could not find any that Black couldn't parry.

26. P×P

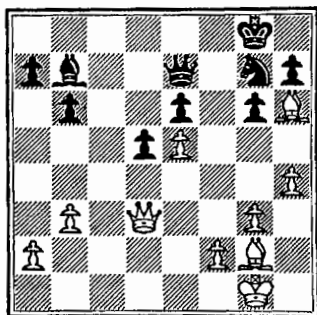
After 26. P—B4?; 27. Q—QB3 Black would be condemned to passivity, and his Knight would be very bad. White might continue with P—KR4 and after some preparations B—KKt5 would force the black Queen to allow the white lady to get to either QB7 or QKt4—the black Knight might go to K1 but would not be a reliable defender of the QB2 square because it could be attacked by a white Bishop manoeuvred to QKt5.

27. P×P Kt—Kt2

28. P—KR4

(See diagram overleaf)

Almost certainly the best move. The King gets a flight square, and against 28. Kt—B4 the answer B—Kt5 is



Position after 28. P—KR4

made possible. Later this pawn may be used as a battering-ram.

It was tempting to play 28. P—KKt4 to take the black Knight's only good square, but the reply Q—R5 is strong.

28. Q—QB2?

This was a move I had looked at before playing P—KR4, and I had a strong reply ready. Black ought to have tried 28. Kt—B4, when his position would not have been absolutely hopeless, although the weak black squares around his King might cause him a lot of trouble.

29. Q—Kt5! P—Q5

After more than a quarter of an hour a desperate move; now each of us had seven minutes for eleven moves.

Two nice variations with a small but important difference: 29. Q—B3; 30. Q—Kt4, Q—B4; 31. Q—R4 and 29. P—R3; 30. Q—Kt4, Q—B4; 31. Q×Q!, P×Q; 32. B—K3! winning a pawn, because the black QRP falls after 32. P—Q5; 33. B×B.

If the white Queen cannot be driven away from the diagonals QR3—KB8 and QR4—K8 Black will be completely paralysed and White can quietly prepare decisive operations.

30. B×B Q×B
31. Q—Kt4 Q—K5

Here Stahlberg consumed a good deal of the time left on his clock, for now he discovered what he had overlooked two moves earlier: 31. Q—Q2 is answered by 32. Q—Q6!

The Queen ending after 31. Q—B1; 32. B×Kt is a difficult one for White to win, but 32. P—Kt4! is a killer, for instance, 32. Q—B4; 33. Q×Q, P×Q; 34. B—B1, winning the black QB pawn.

32. Q—Q6 Q—K8 ch

33. K—Kt2 Q—K5 ch

34. K—R2

Not 34. P—B3?, Q—B7 ch!

34. Q—B4

35. Q—Q8 ch Q—B1

36. Q×Q ch K×Q

37. K—Kt2 K—B2

38. B×Kt K×B

39. K—B3 P—KKt4

40. P×P K—Kt3

41. K—K4 K×P

Resigns

The game was adjourned, but Stahlberg resigned before I had sealed my move. Everything wins. I was making up my mind to play 42. P—B3, for instance, 42. P—KR4; 43. K×P, P—R5; 44. P×P ch, K×P; 45. K—K3!, K—Kt6; 46. P—B4, K—Kt5; 47. K—K4 (White must reach this position with Black to move!).

☆ VI ☆

EXPERIMENTS

AFTER THE catastrophe in the Interzonal I was more than ever prepared to experiment in order to learn more. I came to the tournament in Beverwijk, 1959, with the determination to play as sharply as possible and not to care about my results. Naturally, they were not very good, 4 points in 9 games. But the two games I won, against Toran and van den Berg, I considered two of the very best I had ever played; and of one of them I still have this opinion, as game No. 14 shows.

Some months later, in the Zürich tournament, I experimented less, but I committed some grave mistakes; otherwise I would have ended in one of the three first places. As it was: Tal $11\frac{1}{2}$, Gligorić 11, Fischer and Keres $10\frac{1}{2}$, Unzicker and Larsen $9\frac{1}{2}$, Barcza $8\frac{1}{2}$, Olafsson 8 etc. But the opening in game No. 15 must be called a successful experiment.

In the autumn I was Fischer's second during the Candidates' tournament—a strange experience. I have never wanted a second myself and think it must be annoying to have one.

So I had had quite a long pause from tournament play when I went to Beverwijk in January, 1960. In the first round I lost to Matanović, in the last—played awfully early in the morning—to Petrosyan; but in between I scored $6\frac{1}{2}$ points in 7 games, and I shared first place with Petrosyan. Some games I played very well and, though none of them happened to be anything sensational, I have included two—Nos. 16 and 17.

In the Nimzovich memorial tournament in Copenhagen I came fourth, after Petrosyan, Geller and Stahlberg: in fact a good performance, everything considered. For during the day I was busy in Dyrehaven (a park north of Copenhagen), where as a last, senseless effort, before giving up my engineering studies, I was completing a surveying course. Up in the early morning, all day at work in fresh air, a chess tournament in the evening, late to bed, too little sleep. No wonder I made a few blunders! It is more surprising that I played a game which I still regard as one of my best, No. 18.

14

BEVERWIJK, 1959

White: van den Berg

Sicilian

1. P—K4 P—QB4
2. Kt—KB3 P—Q3
3. P—Q4 P×P
4. Kt×P Kt—KB3
5. Kt—QB3 P—KKt3
6. B—K2

Already at that time the variation with 0—0—0 was very popular, 6. B—K3, B—Kt2; 7. P—B3 followed by Q—Q2. But of course nothing is wrong with the text move; it might even be said that in this way White sets a problem for Black to create problems!

6. B—Kt2
7. 0—0 0—0
8. Kt—Kt3 Kt—B3
9. K—R1

A rather unusual move in this position but not bad. Against 9. P—B4 many experts recommend 9. P—QKt4!?, which might be used as an argument for the text move. The most common is 9. B—K3, for instance, 9. B—K3; 10. P—B4, Q—B1!

9. P—QR4
10. P—QR4 B—K3
11. P—B4 Q—Kt3
12. P—B5

Energetic, but 12. Kt—Q5 was also possible. Later I found out that this would have led to the same position as arose from a different order of moves in a game Steiner-Podgorny in 1948, Black got a good game after 12. Kt—Q5, B×Kt; 13. P×B,

Kt—Kt5; 14. B—B3, Q—R3; 15. R—B2, Q—B5. Very interesting, indeed, but if White is satisfied with a draw and plays 15. B—K2, what then???

12. B×Kt
13. P×B

It so happened that I had seen this position before. At the chess Olympiad in Munich three months earlier Jens Enevoldsen here played 13. Q—Q5 against Minev from Bulgaria. It may be satisfactory for Black, although White gets an active game as compensation for the devaluation of his pawns. His King's Bishop may become very strong on QB4.

But did this knowledge help me? I wanted to play as sharply as possible and felt nothing for this exchange of Queens.

I must have seen quite a lot here, for after my next move my Queen seems in trouble.

13. Q—Kt5!!
14. B—K3 Kt—Q2

14. Kt×P?; 15. Kt—Q5! makes the seriousness of the situation clear to everybody, the Queen is in mortal danger.

15. B—QB4 Kt—Kt3

Black insists on giving up the Queen. Otherwise there was still an emergency exit, 15. B×Kt; 16. P×B, Q×BP; 17 B—KR6, Kt(Q2)—K4, with a pawn

and a solid position for the exchange, but a slight advantage for White all the same.

White cannot decline the gracious offer; after, for instance, 16. Kt—Q5, Kt × Kt; 17. P × Kt, Kt—K4 Black is obviously better.

16. $K_t - R_2$ $K_t \times B$

$$17. \quad K_t \times Q \qquad K_t \times B$$

18. Q—K2?

18. Kt x Kt was probably better: the ending after 18. ... Kt x Q; 19. Kt x KPch, K—R1; 20. QR x Kt, QR—K1; 21. P—B6, B x P; 22. R x B, R x Kt; 23. R(B6) x QP, R x P; 24. R—Kt6 is good for White. So Black would have played 18. P x Kt; 19. Q—K2, Kt x R; 20. R x Kt, P—B4, with a good game.

18. $\mathbf{Kt} \times \mathbf{R}$

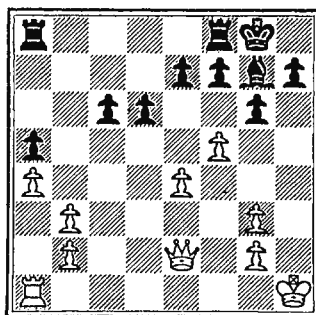
19. $Kt \times Kt$

Perhaps White's plan was 19. Kt—Q5, when Black's best answer is 19. Kt × P, probably. After both 20. K × Kt, B—K4 ch; 21. K—R1, P × P; 22. P × P, K—R1 and 20. P—B6, B × P; 21. Kt × B ch, P × Kt; 22. K × Kt, KR—K1 Black has the better prospects. In the former variation there are attacking chances against the white King's position, in the latter there is a gain of two pawns, which together with Rook and Knight are more than enough for the Queen. Furthermore the black King's position is as solid as a pill-box.

Now comes the subtlety White could have avoided with 18. Kt x Kt. But, as mentioned already, 19 . . . PxKt; 20. RxKt, P—B4 would also be good.

19. . . . Kt—Kt6 ch!

20. $P \times K_t$

$$P \times K_t$$


Black has Rook and Bishop against Queen, normally not quite enough. But the position is not normal. Notice what few possibilities there are for White to do something active. There are practically no weak points in the black camp, and if White plays passively he will find himself in a very difficult position after Black's doubling of Rooks on the QKt file. He can just manage to protect his Knight's pawns, but then a black Rook can go to QKt5, attacking the white King's pawn, and perhaps next moving to Q5, vacating Kt5 for the other Rook. A breakthrough with P—QB5 is also possible.

Black's 19th move completely ruined the white King's-side pawns. On the other hand it allowed White one free move, of which he now takes advantage for a counter-attack, sacrificing a pawn to get a passed pawn.

21. P—QKt4! P × KtP

22. P—R5 P—B4

23. R—R2

White must play P—Kt3 quickly to rid himself of the obligation to protect this pawn.

But was not 23. R—R4 better? As a matter of fact the text move loses the pawn on KKt8. So by analysis let us see if we can save it: 23. R—R4, B—K4; 24. P—Kt4, P—B5!; 25. Q×BP, KR—B1; 26. Q—B1, B×P; 27. K—R2, P—Kt6 or 27. B—K4 ch, and the advance of the passed pawn is decisive when combined with threats against the white King.

We try again: 23. R—R4, B—K4; 24. P—Kt4, P—B5!; 25. R×P, R×P; 26. P—KKt3, P—B6; P×BP, R—R8 ch; 28. K—Kt2, B×BP; 29. R—B4, B—K4 followed by KR—R1 with a decisive attack, as White cannot hold the first, second and third ranks simultaneously. A remarkable position. The primitive logic—a Queen moves like Rook and Bishop, so it is worth a Rook plus Bishop—is more than justified in this case. For instance, the Bishop and a Rook may attack the white pawn on KKt8. What is the use of protecting it with the Queen?

We leave P—KKt4 and try K—R2: 23. R—R4, B—K4; 24. K—R2, K—Kt2; 25. K—R3, P—R4; 26. P—Kt4 (or 26. P—Kt3, P—Kt4; 27. P—Kt4, P—R5 and the white King is imprisoned in a terrible way, so that the opening of almost any line wins for Black), P×KtP ch; 27. K×P, P×P ch; 28. P×P, K—B3 with serious threats to the white King.

Now we begin to understand the text move and van den Berg's next.

23. B—K4
24. Q—B4
24. P—Kt4?, P—B5 gives

Black a passed pawn, which decides quickly, for instance, 25. Q×P, KR—B1; 26. Q—KB1, R—B7 and so on.

24. B×KKtP
25. P—Kt3 KR—Kt1
26. K—Kt1 K—Kt2
27. K—B1 R—R2
28. K—K2 B—K4

28. P—R4 was an alternative, to exploit the extra pawn on the King's side. If White answers 29. P×P, P×P; 30. Q—K6 Black just plays his Bishop to B3 and doubles Rooks on the QR file, forcing the Queen to retreat.

But the plan chosen by Black is also excellent.

29. K—B3 B—Q5
30. P—Kt4 P—Kt4
31. P—R6 B—K4
32. R—R4 K—B3
33. K—Kt2 R—KR1!

Now White ought to play 34. Q—K2, but in time pressure he underestimates Black's action on the King's side and plays for a counter-attack. After 34. Q—K2 Black must prepare for P—K3, e.g. by P—R3 followed by K—Kt2. But not 34. P—K3? because of 35. P×P, P×P; 36. R×P!

34. Q—Kt5? P—R4!
35. P×RP

Against 35. Q—Kt6 Black simply plays R(R2)—R1.

35. P—Kt5!

A valuable tempo; 35. R×P? is refuted by 36. Q—Kt8. Now 36. Q—Kt6 is answered by R(R2)—R1, not 36. R×KRP?; 37. Q×R, R—R7 ch;

38. K—B1, P—Kt6; 39. R × P!, B—B5; 40. P—K5 ch!

36. P—R6

This loses without a fight. Some beautiful variations may arise after 36. Q—Kt6, R(R2)—R1; 37. Q—Kt7, P—B5!, for instance, 38. R × P, P × KtP; 39. R × P, R(QR1)—QB1; 40. R—Kt2, R—B8; 41. P—R7, R × P or 38. R × P, P × KtP; 39. P—R7, R(QR1)—QB1; 40. Q—Kt8, R—B7 ch; 41. K—Kt1, R × P; 42. P—R8 = Q, R—B8 ch;

43. K—B2, R—R7 ch; 44. K—K3, R—B6 mate!

36. R × KRP!

37. Q—Kt8 R—R7 ch

38. K—B1 P—Kt6

39. Q × R P—Kt7 ch

40. K—Kt1 B—Q5 ch

41. K × R P—Kt8 = Q ch

42. K—R3 B—K4

Resigns

The board is divided as if by a wall, and the white King finds himself on the wrong side of the wall!

15

ZÜRICH, 1959

Black: J. H. Donner

Alekhine's Defence Reversed

1. P—KKt3 P—K4

2. B—Kt2 P—Q4

3. Kt—KB3!?

Here I played this opening for the first time. During the next two years I played it quite often, and usually with good results.

What should we call the baby? Once everything beginning with 1. P—KKt3 was named King's Fianchetto, but that doesn't do nowadays. Very often the text move leads to positions that have been known with colours reversed. After 3. P—K5 Alekhine's Defence, after 3. Kt—QB3; 4. P—Q3 Pirc's Defence, and after 3. Kt—QB3; 4. 0—0!?, Kt—B3; 5. P—B4, P—Q5; 6. P—Q3—as in game No. 18—Benoni. It is, therefore, natural enough to use these names, adding 'reversed'. In a special class is 3. Kt—QB3; 4. 0—0, P—K5; 5. Kt—K1, but it looks like

some positions met in the Pirc Defence. But 4. P—K5 was never played against me!

Réti played something similar in a famous game, Réti-Alekhine, Baden-Baden, 1925. But Kt—KB3 came a move earlier: 1. P—KKt3, P—K4; 2. Kt—KB3, P—K5; 3. Kt—Q4, P—Q4; 4. P—Q3. It might have been expected that Alekhine would have had great sympathy for this attempt to play, with a move extra, his own opening which he had introduced in master practice only four years earlier. But in his comments he shows a negative attitude towards this 'experiment'. He says that he ought to have played 3. P—QB4; 4. Kt—Kt3, P—B5; 5. Kt—Q4, B—B4, reducing White's 'development' *ad absurdum*. I do not quite agree with the great master.

3. P—K5
 4. Kt—Q4 P—QB4
 5. Kt—Kt3 P—B5
 6. Kt—Q4 B—B4
 7. P—QB3 Kt—QB3

Against 7. Q—Kt3 White could play 8. P—Q3! Naturally Black would like to force White to play P—K3, seriously weakening Q3 and KB3, but that is not possible.

8. Kt × Kt P × Kt
 9. 0—0 Kt—K2!

Of course 9. Kt—B3 ought also to be considered, but the move played has several advantages. The Knight is not in the way of the KB pawn, the pawn on QB3 is protected, a later white B—KKt5 is rendered harmless.

A concrete argument against 9. Kt—B3 might be 10. Q—R4, but after 10. Q—Kt3!; 11. P—Kt3, B—R3! Black is happy. It is better for White to delay Q—R4. After 9. Kt—B3; 10. P—Kt3, B—R3?; 11. P × P, B × QBP; 12. Kt—R3, B—R3; 13. Q—R4!; Q—B1; 14. P—QB4 the black position is not easy, for instance, 14. 0—0; 15 B—Kt2, P—Q5; 16. P—Q8. The ease with which the white pieces come into play in spite of Black's 'tremendous' pawn centre is amazing.

After 9. Kt—B3; 10. P—Kt3, P × P; 11. P × P White has the healthier pawns; the black QR pawn is weak. So I consider Donner's move better, contrary to several annotators.

10. P—Kt3!

The right way to attack the black centre. Weak would have been 10. P—Q3, BP × P; 11. P ×

P, B—R3! By the way, as a matter of principle I like the wing pawns to participate in the fight for the centre, the text move may be seen as a justification of my eighth move, which allowed the black QKt pawn to take a step towards the centre.

10. B—R3
 11. B—QR3!

The chances are that one or two black centre pawns will be fixed on white squares, so it is very natural for White to exchange the black-squared Bishops.

11. Q—Kt3
 11. Q—Q3?; 12. P—QKt4, B—Kt3; 13. P—Kt5 loses a piece.

After 11. B × B; 12. Kt × B, Q—R4; 13. Kt—B2 White may continue without P × P. Possible is P—QKt4 followed by Kt—Q4 and P—B3, and also Kt—K3 to force Black to play P × P.

12. P × P

The correct order. After 12. B × B?, Q × B; 13. P × P Black recaptures with the Queen.

12. B × QBP
 13. B × B Q × B
 14. P—Q3 P × P
 15. P × P B—R3
 16. R—K1 0—0
 17. P—Q4 Q—Q3
 18. Kt—Q2

White has obtained certain small positional advantages. With the centre pawns fixed as they are, White has, at least theoretically, the 'good' bishop, which may become important in an endgame. Furthermore White has

occupied the King's file first, and finally he would like to see his Knight on QB5. Just little things, but I prefer White.

18. P—QB4?

Dangerous. True, it is tempting to trade off one of the pawns that are fixed on the wrong colour in relation to the Bishops. Also the black Knight gets the square QB8, from where it can attack the white Queen's pawn.

But—the white Bishop grows much stronger now. It was biting on granite and did not do much more than defend the King; now it will threaten the isolated black Queen's pawn. In addition, the control of the King's file, which looked like a merely temporary advantage for White, now becomes very important.

19. Q—R4! P×P

The only move. Now 20. R×Kt, Q×R; 21. Q×B, P×P; 22. Kt—Kt3, Q—K4 offers Black good drawing chances, even if his passed pawns can be effectively blockaded by 23. Q—Q3.

19. B—B1?; 20. Q—R8 and 19. B—Kt2; 20. P×P, Q×BP; 21. Q—Q7 were unplayable for Black.

20. P×P B—B1

Now R×Kt was a real threat, and 20. KR—K1? was bad because of the pin after 21. R—K3 or maybe stronger still 21 R—K5.

Also 20. B—Kt2; 21. QR—Kt1, KR—Kt1; 22. Kt—B4! and 21. B—B3; 22. Q—R6 were unsatisfactory for Black.

21. QR—B1

Also 21. Kt—B4 was worth

consideration, but after 21. Q—KB3; 22. Kt—K3, Q—Q3! it leads to nothing special. However 22. B—K3? is bad because the black Queen is misplaced and White starts working on the open QKt and QB files.

21. B—Q2

Euwe, annotating this game in the tournament book, considers 21. B—K3 better, but I am not so sure. After 21. B—K3; 22. R—B5 there is the possibility of R—R5, and 22.... KR—B1 is impossible because of 23. R×R ch, Kt×R; 24. Kt—B4 (even 24. Q—K8 ch, Q—B1; 25. R×B is favourable), Q—B1; 25. B×P!

22. Q—R5 B—K3

23. Kt—Kt3 KR—Kt1

Against 23. Q—Kt3 I would probably have played 24. Q—R3, Kt—B4; 25. R—B5, but also 24. R—B5, Q×Q; 25. R×Q is excellent; for instance 25. KR—B1; 26. Kt—B5 Kt—B3?; 27. R—R4, Kt×P; 28. Kt×B, for the position, with or without Queens on the board, is very inconvenient for Black because his Rook must stay on QR1 to protect the pawn, on the diagonal of the white Bishop.

23. KR—B1? cost a pawn: 24. R×R ch, Kt×R; 25. B×P!

24. Q—B7

A curious intermezzo. The spectator expects the exchange of Queens any moment, but it does not take place. 24. Q×Q?; 25. R×Q is very bad for Black, for instance, 25. Kt—B4;

26. R—K5, R—Kt4; 27. B—R3, P—Kt3; 28. B×Kt, B×B; 29. KR—K7 or 25. K—B1; 26. Kt—B5!, but not 26. R×Kt?, K×R; 27. B×P, K—Q3 with good drawing chances for Black.

Instead of the text 24. Kt—B5 was possible, but after 24. Kt—B3 or 24. Kt—B4 the advantage of Black's 21st move is seen: the threat to the white Queen's pawn wins a move and Black does fairly well.

24. R—Q1

25. P—KR4

A useful move. See, for instance, the variation 25. Q×Q; 26. R×Q, Kt—B4; 27. B—R3, Kt×QP; 28. Kt×Kt, B×B; 29. R (K1)—K7. Here it is important that the white King has the square KR2, otherwise 29. R—K1 will probably draw. As it is, White gets very good winning chances after 29. R—KB1; 30. R×RP or 30. K—R2, B—B1; 31. R×RP.

25. K—B1

26. Q—B3

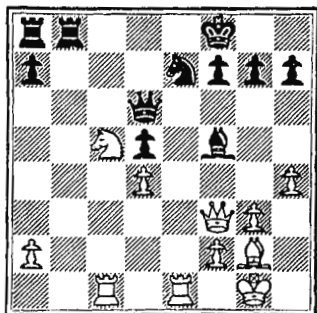
Suddenly White does not want to exchange Queens. Instead, he wants to play Kt—B5, with the threat of Kt—Kt7, and he thinks that the black King is exposed on B1.

26. B—B4

27. Kt—B5 R(Q1)—Kt1

Against 27. R(Q1)—B1 the same reply is just as strong. 27. QR—Kt1 was possible, for then 28. Q—R3, Kt—B3 is playable. White would either play 28. Q—B3 or 28. R—K5, P—B3; 29. R—K3 and the black position remains difficult.

28. Q—B3!



Black's difficulties are clearly seen in variations like 28. B—Q2; 29. Q—R5, P—KR3; 30. Q—K5!, R—Kt3; 31. Kt×B ch, Q×Kt; 32. R—B7 and 28. B—B1; 29. Q—R5, K—Kt1; 30. Q—K5 (or 29. P—KR3; 30. R×Kt, Q×R; 31. B×P) and 28. B—Kt3; 29. P—R5 or 29. Kt—K6 ch, K—Kt1; 30. Kt—B7. The best defence, or at least the defence that conserves material equilibrium for some time, is 28. P—Kt3, but after 29. P—Kt4, B—B1; 30. R—K5 the doubling of Rooks on the King's file is a powerful threat, for instance, 30. P—QR4; 31. R(B1)—K1, R—R2; 32. Q—K3, B×P; 33. Q—R6 ch, K—Kt1; 34. B×P with a winning attack. Less clear is 28. P—Kt3; 29. Q—K3? because of 29. Kt—B3!—but not 29. R—K1; 30. Q—R6 ch, K—Kt1; 31. R—K5 as given in the tournament book: then White wins rather easily, for instance, 31. P—B3; 32. R—K3, Kt—B3; 33. Q—B4!

However, Donner succumbs to the pressure at once.

28.	R—Kt5?
29. R×Kt	Q×R
30. Q×B	K—Kt1
31. Kt—Kt3	Resigns

16

BEVERWIJK, 1960

Black: J. H. Donner

Pirc's Defence Reversed

- | | |
|-----------|-------|
| 1. P—KKt3 | P—K4 |
| 2. B—Kt2 | P—Q4 |
| 3. Kt—KB3 | B—Q3 |
| 4. 0—0 | Kt—K2 |
| 5. P—B4? | |

Not very effective in this position. Better is 5. P—Q3 followed by QKt—Q2 and P—K4.

- | | |
|-----------|-------|
| 5. | P—QB3 |
| 6. P—Q3 | 0—0 |
| 7. QKt—Q2 | Kt—Q2 |
| 8. P—K4 | P×KP |

8. P—Q5 was worth considering with the idea 9. Kt—R4, Kt—QB4. 10. Q—K2, P—KKt4, but White should play 9. Q—K2.

- | | |
|--------------------------|------|
| 9. QKt×P | B—B2 |
| 10. P—Kt3 | |
| 10. P—Q4, P×P; 11. Q×P, | |
| Kt—K4 is good for Black. | |

- | | |
|-----------|--------|
| 10. | R—K1 |
| 11. B—Kt2 | Kt—KB4 |
| 12. R—K1 | |

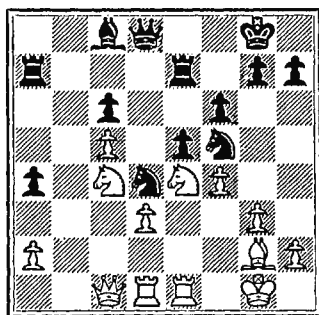
I had caught a bad cold, and my thinking apparatus was rotating at minimum speed. On these not very ingenious moves I had spent more than an hour and a half!

- | | |
|-----------|-------|
| 12. | Kt—B1 |
| 13. Q—Q2 | P—B3 |
| 14. QR—Q1 | |

Afraid of time pressure I began to play quickly. If I didn't wish to play the equalizing 14. P—Q4, then 14. P—QKt4 at once was possibly better.

- | | |
|--------------|---------------------------------|
| 14. | Kt—K3 |
| 15. P—QKt4 | P—QR4 |
| 16. P—Kt5 | B—Kt3 |
| 16. P×P | deserved serious consideration. |

- | | |
|--------------|----------|
| 17. P×P | P×P |
| 18. Q—B1 | P—R5 |
| 19. P—B5 | B—R4 |
| 20. B—B3 | R—K2 |
| 21. B×B | R×B |
| 22. Kt(3)—Q2 | Kt(3)—Q5 |
| 23. Kt—B4 | R(4)—R2 |
| 24. P—B4 | |



Of course Black has every reason to be proud of the Knight on Q5, but exaggerated care for it now leads him astray. The black position must not be overestimated; also the white Knights are full of pep.

Black should play P×P, but Donner thought that the centralized Knight deserved to keep its solid pawn protection. During the rest of the game this Knight does not do very much.

What follows belongs to my dearest recollections. That is why the game has been included in this selection, although, seen as a whole, it can hardly be called one of my best games.

24. B—K3?
 25. P×P P×P
 26. K—R1

The black Knight must be shown due respect. Now it can never give check.

26. B—Q4
 27. R—B1 R—K3
 28. R—B2 R—KB2
 29. R(1)—B1

White is making progress. He is gaining control of the KB file, and Black has problems with his weak K pawn. Now something must be done against Kt—Kt5.

29. B×Kt(B5)
 30. P×B Kt—R3
 31. R×R Kt×R
 32. Q—Q1!

A strong move. Black must defend his QR pawn, and then White starts an action on the King's side.

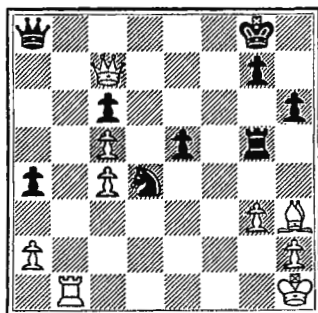
32. Q—R4
 33. Q—R5 Q—B2
 34. B—R3 R—R3??

Here the Rook is quite misplaced. 35. R—K1 was im-

possible because of 34. Kt—Kt5, but 35. R—K2 had to be tried. The black position was difficult, but not clearly lost.

35. Q—Kt4 R—Kt3
 36. Q—Q1 Q—R2
 37. Q—Kt1! Kt—KKt4
 38. Q—Kt6! Q—R1
 38. Q×Q, Q×Q would obviously give White an irresistible passed pawn.

39. Kt×Kt R×Kt
 40. Q—B7 P—R3
 41. R—QKt1 Resigns



The game was adjourned here and Black sealed 41. K—R2, after which 42. B—Kt2 wins easily. But 41. Q—R3 was no better because of 42. B—B1!

But what I like about this game is this: What did the black Knight on Q5 really accomplish?

17

BEVERWIJK, 1960

Black: T. D. van Scheltinga

Alekhine's Defence Reversed

- | | |
|-----------|--------|
| 1. P—KKt3 | P—Q4 |
| 2. B—Kt2 | P—K4 |
| 3. Kt—KB3 | P—K5 |
| 4. Kt—Q4 | Kt—KB3 |
| 5. 0—0 | B—K2 |
| 6. P—Q3 | P—B4 |
| 7. Kt—Kt3 | P×P |
| 8. BP×P | 0—0 |

This position, with colours reversed, is known from Alekhine's Defence, but White's extra tempo makes quite a difference.

- | | |
|-----------|--------|
| 9. B—Kt5 | QKt—Q2 |
| 10. Kt—B3 | P—KR3 |

After 10. P—Q5; 11. B×Kt, Kt×B; 12. Kt—R4, Kt—Q2; 13. R—B1 White wins a pawn, and 11. P×B; 12. Kt—Q5 is, of course, unsatisfactory for Black.

- | | |
|----------|--------|
| 11. B—B4 | Kt—Kt3 |
|----------|--------|

11. P—Q5 is now answered by 12. Kt—Kt5 with a good game for White. But the move played does not solve Black's problems. I am inclined to believe that Black's best continuation was 11. P—KKt4; 12. B—Q2, P—Q5, but of course it is not attractive to weaken the King's position.

- | | |
|-----------|------|
| 12. P—Q4! | P—B5 |
|-----------|------|

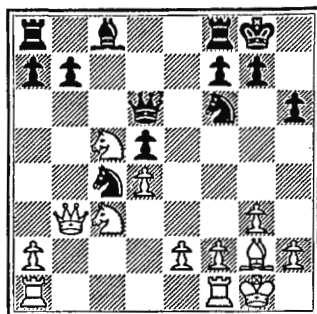
After 12. P×P Black gets the isolated Queen's pawn in a position where he cannot dispute White's control of his Q4 square. Whether this or the game con-

tinuation was preferable is a matter of taste.

- | | |
|-----------|------|
| 13. Kt—B5 | B—Q3 |
| 14. B×B | Q×B |
| 15. P—Kt3 | P×P |
| 16. Q×P! | |

This move took me about half an hour. The cautious P×P, by denying the square QB4 to the black Knight, leads to a good position for White, but the text is even stronger. White is ready for a powerful attack on the Queen's side, beginning with moves like KR—B1, P—QR4 and QR—Kt1. As for the square QB4, the next move is the point!

- | | |
|----------|--------|
| 16. | Kt—B5? |
|----------|--------|



- | |
|-------------|
| 17. Q—Kt4!! |
|-------------|

The natural parry against the Knight fork was probably 17. KR—B1, when Black fares reasonably with Kt—QR4 P—QKt3. The Queen move is much more effective.

18. Kt × QP is threatening, which is also the answer to 17. . . . P—QKt3. 17. . . . P—QR4 is no improvement, as the white Queen just advances another step. As Black is unwilling to admit his mistake with 17. . . . Kt—Kt3, to which the answer would be 18. P—QR4 or KR—B1, he conceives the idea 17. . . . Kt—Q7; 18. KR—Q1, Kt (7)—K5 and overlooks that White has something better.

17. . . . Kt—Q7?

18. Kt—Kt5 Q—Kt3

Or 18. . . . Q—B3; 19. Kt × RP, winning a pawn.

19. Kt—R4 Q—B3

20. KR—B1 Kt—B5

21. Kt—R3

Wins a pawn, 21. . . . Q—Q3 being impossible on account of 22. R × Kt.

Black had only fifteen minutes left now. I had also consumed much time, but still had half an

hour. The rest of the game is not very interesting, White gets a clearly won endgame, and on the very last move before the time control I get an opportunity to make a short cut.

21. . . . P—QR4

22. Q × Kt P × Q

23. B × Q P × B

24. Kt—Kt6 R—R3

25. Kt × B R × Kt

26. Kt × P P—B4

27. Kt—K5 R—K3

28. P—B4 Kt—K5

29. R—B4 P—B3

30. P—Q5 R—Q3

31. Kt—B6 R—K1

32. R—Q1 P—B4

33. P—QR4 Kt—B3

34. R—Q2 R × QP

35. R × R Kt × R

36. R × P Kt—Kt5

37. Kt—K5 R—R1

38. K—B2 R—R2

39. P—R4 K—R2?

40. P—R5 K—Kt1?

41. R—B8 ch Resigns

18

NIMZOVICH MEMORIAL TOURNAMENT,

COPENHAGEN, 1960

White: E. Geller

Benoni Reversed

1. P—KKt3 P—Q4

2. B—Kt2 P—K4

3. Kt—KB3 Kt—QB3

Examples in which 3. . . . P—K5 is played are found in my games against Donner, Zürich, 1959, and van Scheltinga, Beverwijk, 1960.

4. 0—0 Kt—B3

5. P—B4 P—Q5

5. . . . B—K2; 6. P × P, Kt × P; 7. Kt—B3 leads to a good variation of the Sicilian Reversed, while 5. . . . P × P is answered by 6. Q—R4. Clearly unsatisfactory for Black is 5. . . . P—K5?; 6. Kt—KKt5, P—KR3; 7. P × P, Q × P; 8. Kt × KP, Kt × Kt; 9. P—Q3, e.g. 9. . . . Kt × BP; 10. B × Q, Kt × Q; 11. B × P ch, K—K2; 12. B—Kt3.

6. P—Q3 B—Q8

We have reached a position which is typical of the Benoni Defence in a form often played by Lothar Schmid. With other masters it has not been very popular, but with a move extra it cannot be bad.

Against the Benoni White normally develops his Bishop to K2, but here 6. B—K2 is bad because of 7. P—QKt4! (7. B × P; 8. Kt × KP, Kt × Kt; 9. Q—R4 ch). If Black wanted the Bishop on K2 he would have to play 6. P—QR4. But then White may use the square QKt5, for instance, 7. Kt—R3, B—K2; 8. Kt—QKt5, 0—0; 9. P—K3. This must have been Simagin's reason for playing 6. P—QR4; 7. Kt—R3, B × Kt in our game in Moscow, 1962.

7. Kt—R3 0—0

Also here 7. B × Kt! is quite possible; in fact I consider this a little better than what Simagin played. With the pawn still on QR2 Black may later deprive White of the QKt5 square; with the pawn on QR4 the manoeuvre R—Kt1—Kt5 may be useful.

Few masters wish to give up the Bishop for a Knight in such positions, but here I consider it fully correct. That I won the game against Simagin had nothing to do with the opening.

8. R—Kt1 R—K1

9. Kt—B2 P—QR4

10. P—Kt3 P—R3

Geller allows the white QKt pawn to move forward. More cautious was 9. Kt—QKt5;

10. P—QR3, Kt × Kt; 10. Q × Kt, P—B4.

11. P—QR3 B—KB4

12. P—QKt4 P × P

13. P × P Q—Q2

14. P—Kt5 Kt—Q1

The answer to 14. Kt—QR4 would have been the same, and the Knight would be misplaced there. Of course it is not too happy on Q1 either, but it is ready to jump to K3 and then to QB4. The withdrawal of this Knight, the only thing achieved by pushing the Knight pawn, is, therefore, only a temporary advantage which must be used at once. Otherwise, White has merely given Black an open Rook file and a good square on QB4.

15. P—K3! P × P

Necessary. The clearest refutation of B—B4 is 16. P × P, P × P; 17. B—Kt2, Kt—K3; 18. Kt—R4, B—KKt5; 19. P—B3, B—R4; 20. P—Kt4, B—KKt3; 21. P—B4.

16. Kt(2) × P B—R2

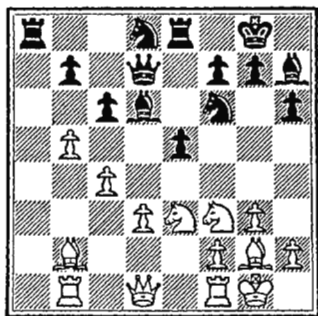
It is not strange that Black wishes to keep this Bishop. It is directed towards Q6 and QKt8, and for the time being prevents P—Q4. It also defends KB4, a square where a white Knight could be very annoying if combined with a white Bishop on QKt2. After 16. B—KR6; 17. P—Q4 White has a slight edge.

Geller was consuming much time now; probably he did not like the position.

17. B—Kt2 P—B3

Again Kt—K3 was impossible, and 17. P—K5 was not

advisable because of 18. Kt—R4, e.g. 18. P×P; 19. B×Kt, P×B; 20. Q—R5 with a strong attack.



The text move is undoubtedly the best Black has: it blocks the white King's Bishop's diagonal and gives the Queen the square QB2. If Black is allowed the time to play Q—B2 and Kt—K3 he gets the better game, and 18. P—Kt6 is answered by 18. P—B4 followed by Kt—B3.

18. R—R1!

Very strong. If Black moves his Rook away, 19. P—Q4! comes with great force. I think it was at this stage I told some friends that I expected to win. This judgement of the position I still consider correct, but of course there are still many difficult problems to solve.

If Black stands badly he must have made at least one mistake. The text move may make a thoughtful reader return to Black's 12th move. Would it have been better not to exchange the Rook pawns? There is much to be said for this, but it was not easy to see at that time; why not give the Rook an open file?

If Black had played 12.

Q—Q2 and White had proceeded in the same way—which is not quite certain, of course, but other continuations are less aggressive and make life easier for Black—we would now after 16. P—B3 have a position with no time for 17. P—QR4 because of 17. B—B2 with strong counterplay. White's only chance to keep the initiative would be a promising pawn sacrifice: 17. R—B1!, P×P; 18. P—Q4!

18. R×R

19. Q×R P×P

There were two alternatives.

19. B×P is risky because of 20. R—Q1, e.g. 20. B—K7; 21. Kt×P, R×Kt; 22. R×B, Q×R; 23. B×R with a clear advantage or 21. Q—K2; 22. R—Q2, B×Kt; 23. B×B, Q×B; 24. Q×Q, R×Q; 25. R×Kt ch, winning a pawn. Against 19. Q—B2 I gave after the game the sharp line 20. P—Q4, P—K5; 21. Kt—R4, P×P; 22. P—B5, B—K2; 23. P—Q5!, Q×BP; 24. R—QB1, which seems correct. After 24. Q—Q8; 25. Kt(4)—B5, B×Kt; 26. Kt×B neither 26. Q—Q2; 27. B—KR3 nor 26. Q×P; 27. Kt×B ch, R×Kt; 28. R—Q1 is possible, and the endgame after 26. Q—R3; 27. P—Q6!, Q×Q; 28. B×Q, B—B1; 29. B×Kt, P×B; 30. R—B8 is also lost for Black. So he ought to play 24. Q—Kt3, but after 25. Kt(4)—B5 his position is more than difficult. White has threats against the King, a strong passed pawn and the possibility R—B8.

20. Kt×P Q—B2

Or 20. Q—K2; 21. R—

K1!, B × Kt; 22. Kt—Q5 with advantage.

After the text move 21. P—Q4 gives a slight plus, but it is much better to keep the long black diagonal open.

21. Kt—B3! B—K2

21. B × QP; 22. B × Kt, B × R; 23. Kt—Q5! is too dangerous, for instance, 23. Q × BP; 24. Kt—Q2!

22. R—B1!

For me this was the most difficult move of the game. 22. B × QP is met by 23. Kt—Q5, e.g. 23. Q—Q3; 24. B—K5, Q—R3; 25. Q—Q4. Also good is 24. Kt × B ch, Q × Kt; 25. R—K1, Kt—K3; 26. P × P with the idea 26. B × P; 27. Kt—Q4, B—Q6; 28. B—KR3, but the other variation is even more forceful.

An important possibility is the exchange of Knights on Q5, after which the white pawn imprisons the black Knight on Q1—and then White plays R—B8! This picture is seen in many variations.

Against 22 Q—Kt3 White can play 23. Kt—Q5, Kt × Kt; 24. P × Kt, B—B1; 25. Kt—K5, Q—R3; 26. Q × Q, P × Q; 27. B—KR3!, Kt—Kt2; 28. R—B7, Kt—Q3; 29. R—R7 with great advantage. Weaker is 27. R—B8? because of 27. B—KB4! followed by P—B3.

22. P × P

23. P × P Q—Kt3

24. Kt—Q5 Kt × Kt

Against 24. Q—R3 the simplest is to win a pawn with 25. Q × Q, P × Q; 26. Kt—B7.

25. P × Kt B—B1

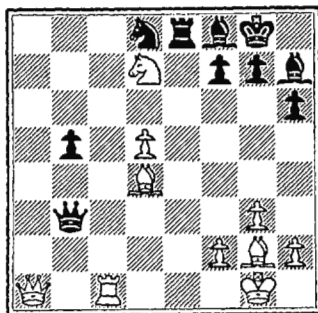
26. B—Q4 Q—Kt6

Very bad is 26. Q—R3; 27. Q × Q, P × Q; 28. R—B8—that dream picture! It is also doubtful if 26. Q—Kt4 is better; the idea should be to protect Q2, but after, for instance, 26. Q—Kt4; 27. Kt—K5, P—B3; 28. B—B1!, Q—Kt5; 29. Kt—Q7, B—K2; 30. R—B4!, Q—Q3; 31. Q—R4!, B—Kt3; 32. R—B8 he is in trouble.

27. Kt—K5 P—QKt4

Geller was in serious time pressure now. Ought he to have prevented Kt—Q7? 27. B—KB4 would have been met by 28. P—Kt4!

28. Kt—Q7



There is no good defence for Black. See, for instance, 28. P—B3; 29. B × P! or 28. Q—R6; 29. B × P! Also 28. Q—R5; 29. Kt × B, Q × Q; 30 R × Q, K × Kt; 31. B—B5 ch, K—Kt1; 32. B—Kt4 is hopeless: the passed pawn coupled with the threats on the eighth rank wins, e.g. 32. Kt—Kt2; 33. P—Q6 or 32. B—B4; 33. R—R8, B—Q2; 34. R—R7, B—B4; 35. P—Q6 etc.

28. B—R6

A desperate try. After 29. R—B1?, R—K2 or 29. R—B3?, B—Kt7!; 30. R × Q, B × Q; 31. B × B, R—K8 ch Black is alive, but the following combination is obvious.

29. B × P! B × R

30. Kt—B6 ch K × B

31. Kt × R ch K—B1

32. Q—R8 ch

The full length of the diagonal proved of use! 32. B—Kt1 is answered by 33. Kt—B6.

32. K—K2

33. P—Q6 ch K—Q2

Or 33 K—K3; 34. Q—B6 ch and mate in two.

34. Kt—B6 ch K—B1

Or 34. K × P; 35. Q × Kt ch, winning a piece.

35. B—R3 ch K—Kt2

36. Q × Kt Q—Q8 ch

37. K—Kt2 B—Q6

38. B—B8 ch K—R1

39. Q—R5 ch Resigns

Geller's flag fell as he stretched his hand forward, and it is mate in two; but one point is the minimum, isn't it?

In *Skakbladet* I wrote: 'I consider this one of my best games ever. I like its logical progress, the Queen's side action prepared for the destruction of the enemy pawn centre, and after this the direct attack against the King became possible.'

☆ VII ☆

INVOLUNTARY PAUSE

IT MAY seem strange that in this book there are no games from the years 1961 and 1962, a break in the chronological sequence. The results of Beverwijk, 1961, where I tied with Ivkov for first place, are worth mentioning but the games do not warrant inclusion here. In the Zürich and Dortmund tournaments my results were moderate. I had differences with the President of the Danish Chess Federation, who was unwilling to send me to the Zonal Tournament, a sad affair that demonstrated the powerlessness of F.I.D.É.

From the autumn of 1961 to the autumn of 1963 I did my military service, an experience about which I have few good things to say. During this period I was twice granted leave (which I made up later by serving extra time) to participate in an international chess tournament. In Moscow, 1962, I did not play very well and finished in the middle. In the Zonal Tournament in Halle, 1963, I came second after Portisch, but ahead of Ivkov, Robatsch, Uhlmann etc. I did not feel in form, but played cleverly and took advantage of my opponent's time pressure in many cases. These tactics did not, of course, produce many games worthy to be in this book, but on one occasion caution was thrown overboard, (game No. 19): it is quite different from the rest of the games I played in that tournament!

After leaving the army my first tournament was Beverwijk, 1964. Now the 'blast furnace tournaments' had increased to 16 participants, instead of 10. I was not satisfied with my result, as I tied for fifth place after Keres, Nei, Portisch and Ivkov, but the game against Ivkov is one of my best (No. 20). The same cannot be said of my game against van Scheltinga, but the 'swindle attack' I launched in a critical position is one of my pleasant memories.

Game No. 22 is from the Danish championship of that year, played in my childhood's town, Holstebro. After a shaky start (a draw and a loss) I won eight games in succession, but lost in the last round when I had already won the tournament. In my preparations for the Interzonal this tournament played a certain role; I tried many strange 'museum openings', and the results were encouraging.

But there were not many experts who expected me to qualify for the Candidates' tournament. . . .

19

HALLE, 1963

White: K. Robatsch

Sicilian

1. P—K4 P—QB4
2. Kt—KB3 Kt—QB3
3. P—Q4 P × P
4. Kt × P Kt—B3
5. Kt—QB3 P—K4!?

This is often called 'Lasker's Jagd-Variante' (Jagd = hunt), because the great Emanuel played it in one of the games of his match against Schlechter in 1910. But the move 5. . . . P—K4 had been played earlier, of course, and it was not considered to be very good. Schlechter, who played the tame 6. Kt—Kt3, is quoted in *Wiener Schachzeitung* as suggesting that one refutation is 6. Kt(Q4)—Kt5, P—Q3; 7. P—QR4 (to prevent P—QR3 followed by P—QKt4).

In *Skakbladet*, December, 1968, I wrote an article about this variation, also mentioning that it was one of my mass destruction weapons in simultaneous exhibitions! In connection with this article Ole Jacobsen (Danish and Scandinavian champion, 1969) remarked, not quite wrongly, that when I wrote about the variation I had probably taken it out of my repertoire. But it must be admitted that I had not played it very often, against grandmasters only once before, against Olafsson in Zürich, 1959. The variation was intended to be a surprise weapon, and if it was not 100 per cent correct I didn't mind.

Robatsch thought for a long time.

6. Kt(4)—Kt5 P—Q3
7. B—Kt5

The normal move. Since then certain other black systems with P—K4 have become popular so that such positions are no longer considered absolutely unplayable for Black. Few masters will prefer a slow development with 7. P—QR4. The Bishop move is logical in connection with the fight for the square Q5. After 7. . . . B—K3 follows 8. B × Kt, P × B; 9. Kt—Q5 and the Knight on Kt5 avoids the retreat to QR3.

7. . . . P—QR3
8. Kt—R3

Earlier many theoreticians recommended 8. B × Kt, but nowadays the text move is more common. There are two reasons suggested for rejecting 8. B × Kt, P × B; 9. Kt—R3. 9. . . . P—B4!? is one of them, but today this is considered dubious, even if the sacrifice 10. Q—R5, P—Kt4; 11. Kt(R3) × P, P × Kt; 12. B × P is probably incorrect—but this is how Tarrasch won a famous game against Janowski in Vienna, 1898. Janowski liked to attack, not to defend. The other reason is 9. . . . P—Q4!, an idea by the Czechoslovakian-born Argentine master Pelikan. This move almost led to a renaissance of the whole variation in the 1950s, but most fans gave it up when 8. Kt—R3 became customary.

8. . . . B—K3

Against Olafsson I played 9. P—QKt4 in this position. The number of the move is correct, for the game began like this: 1. P—K4, P—QB4; 2. Kt—KB3, P—K3; 3. P—Q4, P×P; 4. Kt×P, Kt—QB3; 5. Kt—QB3, Kt—B3; 6. Kt(Q4)—Kt5, P—Q3; 7. B—KB4, P—K4; 8. B—Kt5, P—QR3; 9. Kt—R3. After 9. P—QKt4; 10. Kt—Q5, B—K3; 11. P—QB3, B—K2; 12. B×Kt, B×B; 13. Kt×B ch, P×Kt; 14. Kt—B2, 0—0; 15. B—Q3, K—R1; 16. 0—0, R—KKt1; 17. Kt—K3, P—Kt5! I got a fairly even game, but I consider 10. B—K2 more exact than B—K3. Probably White ought to play 10. B×Kt.

9. Kt—B4 R—B1!

This was the move I wanted to try. It had been played before, but theoreticians had mostly been busy with 9. Kt—Q5, for instance, a well-known game Bronstein-Pilnik, Moscow, 1956: 9. Kt—Q5; 10. B×Kt, P×B; 11. Kt—K3, R—B1; 12. B—Q3, P—KR4; 13. 0—0, P—R5; 14. Kt(B3)—Q5, B—Kt2; 15. P—QB3, Kt—B3; 16. Q—B3, R—R3; 17. Kt—B5 with a positionally won game. I did not quite understand Kt—Q5, and certainly not if the Knight had to retreat later, having accomplished nothing!

In Halle the variation was played again three rounds later. After the text move Westerinen-I. Johansson continued: 10. Kt—K3, B—K2; 11. B×Kt, B×B; 12. Kt(B3)—Q5, B—Kt4; 13. Kt—B5(?), B×Kt(B4); 14. P×B, Kt—Q5; 15. P—QB3, Q—R4! with an excellent game for Black. In an article in *Skakbladet* I

gave as White's best continuation 10. B×Kt, P×B; 11. Kt—K3 and recommended for Black 11. Kt—K2; 12. B—Q3, Q—Kt3; 13. 0—0, Q×KtP. One month later Brinck-Claussen played all this against Bely in Hastings and won, but afterwards he said that if he had realized how many chances White had in the position after 14. Kt(B3)—Q5, B×Kt; 15. Kt×B, Kt×Kt; 16. P×Kt, he would not have had the courage to take this pawn.

Robatsch thought for almost an hour ...

10. Kt—Q5 B×Kt
11. B×Kt P×B
12. P×B?

After this I prefer the black position!

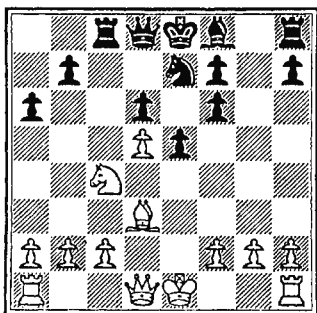
12. Q×B, Kt—Q5?; 13. 0—0—0, Q—K2; 14. R×Kt gives White more than enough for the exchange. Better is 12. Kt—Kt5; 13. Q—Q2, P—Q4; 14. P×P, Q×P with a rather even game, or perhaps 14. Kt×P ch!; 15. Q×Kt, B—Kt5 ch followed by P—Kt4.

12. Kt—K2
13. B—Q3

In Gligorić-Brinck-Claussen, Hastings, 1963-4, the game continued imaginatively 13. P—QKt4!, Q—B2?; 14. P—QR4, P—Kt4; 15. P×P, P×P; 16. Kt×QP ch! with very good chances for White, but Black ought to have played 13. P—B4.

(See diagram overleaf)

Robatsch had already spent more than an hour and a half without achieving a very good



Position after 13. P—B4.

position. My opening surprise had been a success.

13. P—B4
 14. 0—0 B—Kt2
 15. Q—R5

This looks aggressive without being it, but it is difficult to recommend a good continuation for White. There may be a black King's-side attack in the offing and also White must give attention to his Queen's pawn, which may suddenly be threatened by the annoying R—B4.

15. P—K5
 16. B—K2 0—0
 17. P—QB3 P—B5!

Signalling an attack against which White has hardly any good defence. At first glance it might seem that the two black pawns are too far advanced, while the rest of the army is not ready. But the text move is based upon a correct judgement of the position; the vanguard can get support from the main body in sufficient time.

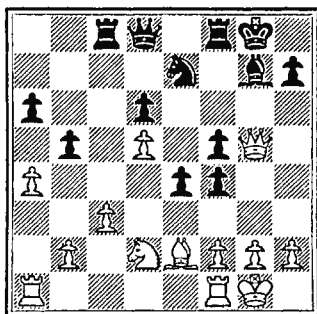
By the way, White would get a good position if he were allowed time for P—KB4 and Kt—K3.

18. Q—Kt5 P—Kt4

19. Kt—Q2 P—B4

Now 20. Q × P(B4), Kt × P is dangerous for White, and because of the threat to his Queen's pawn he does not have much choice.

20. P—QR4



20. K—R1!

The white advance on the Queen's side comes too late to disturb Black! White was hoping for 20. Kt × P; 21. Q × Q, KR × Q; 22. P × P with equal chances, but the text move shows how critical the position is. The answer to 21. P × P is 21. P—B6!, e.g. 22. P × P, R—KKt1; 23. K—R1, B × P; 24. Q—B4, Kt × P; 25. Q × BP, R—Kt4. Here 24. Q × R ch is a better try, but loses in the long run. Also after 22. B—B4, R—KKt1 the black threats are too strong: 23. Q—K3, B—K4; 24. P—KKt3 Q—K1 or 23. Q—R5, B—B3 with the double threat R × P ch and B—Kt4, or, finally, 23. Q—R4, QB1, threatening both B—B3 and B—R3. In many of these variations attacks on the white Knight play an important role, so White uses a move to save it. But this tempo is used by Black to open the KKt file and

bring about an irresistible attack.

Another defensive idea was 21. P—B3, but then a new danger arises: Q—Kt3 ch and Q—K6 attacking both Bishop and Knight. To save his own Knight Black begins with 21 B—B3!, and to parry the threat mentioned White must play 22. Q × P(B4), Kt × QP; 23. Q—Kt3—but then his Queen is trapped: 23. B—R5; 24. Q—R3, Kt—B5! The position of the white pieces is really very unhappy.

21. Kt—Kt3 P—B6

22. P × BP B × P

The reader has almost been promised a mating attack, and this simple pawn grabbing may be a disappointment. But it is really an attacking move, the Rook on QB1 joins the battle and I can write one of my favourite comments: 'all pieces are attacking!'

23. K—R1 B × P

24. R—R2 B—K4

25. P × KtP

It no longer makes any difference what White plays. Against 25. P × KP the simplest is to recapture, with a new threat: R—QB6—KR6.

25. R—KKt1

26. Q—R5

If 26. Q—R4, the reply 26. Q—B1 is strong, threatening Q—Kt2 and Kt—Kt3.

26. Kt × QP

27. P × KP Kt—B5

28. Q × BP Q—R5

29. B—Q1 Kt—K7

In such positions elegance is easy.

30. Q × B ch P × Q

31. R × Kt

and White resigned, before I got my Queen to R6.

20

BEVERWIJK, 1964

White: B. Ivkov

Sicilian

1. P—K4 P—QB4

2. Kt—KB3 Kt—QB3

3. P—Q4 P × P

4. Kt × P P—KKt3

There is something very attractive about the fianchetto of the black King's Bishop in the Sicilian. After P—K3 and B—K2 it stands very passively for a long time; on Kt2 it gets a wonderful long diagonal. I would play the Dragon Variation much more if it hadn't been analysed so thor-

oughly in recent years! But, of course, there are still possibilities of finding something new, even in this variation.

With the order of moves in this game I allow the Maroczy Bind with 5. P—QB4, which I do not fear very much, although in my chess childhood all experts considered it favourable for White (see my games against Geller in Monaco and Lothar Schmid in Havana, 1967). I expected Ivkov

to omit P—QB4 and play the modern system, castling Q side, and in that case I wanted to be quite sure that he played B—QB4 (to prevent P—Q4). After 2. P—Q3; 3. P—Q4, P×P; 4. Kt×P, Kt—KB3; 5. Kt—QB3; P—KKt3; 6. B—K3, B—Kt2; 7. P—B3, 0—0; 8. Q—Q2, Kt—B3 I doubted (and still doubt) that the modern 9. B—QB4 is better than 9. 0—0—0, after which it has not been clearly proved that the pawn sacrifice 9. P—Q4! is correct.

5. Kt—QB3 B—Kt2
6. B—K3 Kt—B3
7. B—QB4

Ivkov plays the modern line. Earlier he often played 7. Kt×Kt, KtP×Kt; 8. P—K5, but this time he goes for castling Q side and attacking on the K side. Maybe he was hoping for 7. Kt—QR4, as he'd won several games with the strong continuation 8. B×P ch, K×B; 9. P—K5, and at that time the theoreticians began to consider this favourable for White.

7. P—Q3
8. P—B3 Kt—Q2!?

Unusual in this position. But after 8. 0—0; 9. Q—Q2 this move had been played quite often. To play it at once offers two advantages: the black action on the Q side gets started one move earlier, and if White starts his attack on the K side with P—KR4 Black can answer P—KR4, which might be risky if he had already castled.

But the drawbacks? In my opinion there can be only one. What will Black play against 9. B—QKt5! ? I had not studied

this beforehand, and I had more or less made up my mind to play the strange move 9. Kt(Q2)—Kt1. However, after 10. Q—Q2, P—QR3; 11. B—K2, P—QKt4 I believe that White has a slight edge, no matter on which side he castles.

I saw some possibilities after 9. B—QKt5 which I didn't like: 9. Q—B2; 10. Kt—Q5, Q—R4 ch; 11. B—Q2 or 9. 0—0; 10. B×Kt, P×B; 11. Kt×P or 9. Kt—R4; 10. P—QKt4 or 9. Kt(Q2)—K4; 10. P—B4, all favourable for White. 9. P—QR3; 10. Kt×Kt, P×Kt; 11. B×BP, R—QKt1; 12. B—Q4 gives Black no compensation for the pawn, and if you try to castle without the idea of a pawn sacrifice you get 9. 0—0; 10. B×Kt, B×Kt; 11. Q×B, P×B; 12. B—R6, P—K4; 13. Q—Q2 and White is clearly better.

There is also another possibility: 9. B—QKt5!?, Q—R4! ? Now 10. Q—Q2, 0—0; 11. Kt×Kt, P×Kt; 12. B×BP, Kt—K4! 13. B×R, Kt—B5 leads to wild complications, but quiet play gives White the better game, for instance, 10. 0—0, Kt(Q2)—K4; 11. Kt—Kt3, but not the unclear 11. P—B4, Kt—KKt5; 12. Kt×Kt, P×Kt; 13. B×P ch, K—B1.

So, 9. B—QKt5 would probably have been very strong. This suggests that 8. Kt—QR4! ? should be played instead of Kt—Q2. But in that case White does not develop his Queen on Q2; after 8. Kt—QR4; 9. B—Kt3, Kt—Q2; 10. Q—K2! the Queen guards the QB4 square.

9. B—QKt3? Kt—Kt3

10. Q—Q2 Kt—R4
 11. Q—Q3 0—0..

After White's loss of a tempo Black gladly castles. But for a couple of years this position had been known as good for White; it was reached after another order of moves, with 8. 0—0 and 9. Kt—Q2, although some experts considered 10. P—KR4 better than 0—0—0.

Ivkov has not been swindled, he is following current theory.

12. 0—0—0 Kt × B ch!

Both here and in the similar position with White's Queen on K2 the normal move was 12. B—Q2, but experience with 18. P—KR4, R—B1; 14. P—R5, Kt(Kt3)—B5; 15. P × P had proved favourable for White.

My knowledge of those games and variations was very superficial, but it looked to me as if the text move made it possible for me to start an attack much quicker. Against 13. Kt × Kt I intended B—K3, and 18. BP × Kt would allow the energetic 13. P—Q4!, the point being 14. P × P, Kt × P; 15. Kt(Q4)—Kt5, Kt × Kt! (16. Q × Q? Kt × P ch; 17. K—Kt1, B—B4 ch).

13. RP × Kt P—QR4
 14. Kt—R4

Quite an interesting idea, White wants to block the Q side before he begins an attack on the other flank. He succeeds in doing this, but he gets a rather airy King's position. Also, Black's position is easier because White's attack is delayed.

I see no reason to criticize this move, and after 13. RP × Kt it is probably the correct continuation. Bad is, for instance, 14. Kt

(Q4)—Kt5, P—R5; 15. B × Kt, Q × B; 16. Kt × RP, Q—R4 or 16. P × P, B—Q2, and Black gets attacking possibilities that are worth more than a pawn.

14. Kt × Kt
 15. P × Kt B—Q2
 16. Kt—Kt5 R—B1

Also 16. B × Kt followed by Q—B2 and KR—B1 was possible, but in some cases it can be useful to leave the KR where it is, with a view to a P—B4, maybe after the Queens have been exchanged.

Now comes the first very dubious move by White in this game. At last he is ready to start an attack! But he isn't, he should first make another defensive move, 17. K—Kt1!

17. P—R4? B × Kt
 18. Q × B

18. RP × B, P—R5 gives Black fine attacking prospects.

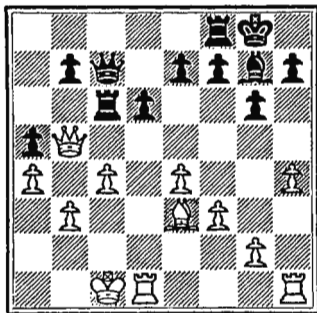
At this point Black can play 18. Q—B2; 19. R—Q2, Q—B5 with an exchange of Queens and an even game. But why not play for a win?

18. R—B3!

Threatening to treble the Rooks and Queen on this file, which virtually forces White's two next moves: and, in conjunction with the plan initiated by 14. Kt—R4, they are also quite logical.

To take the pawn is too dangerous. On the two open files Black gets an overwhelming attack after 19. Q × KtP? R—B2; 20. Q—Kt3, Q—Q2. Even worse is 20. Q—Kt6, Q—B1 or 20. Q—R6, Q—Kt1; 21. B—Q4, KR—B1.

19. P—QB4 Q—B2
20. P—QKt3



The Q side is blockaded, and White wants to start an attack with P—KR5. It need not become very strong, but why let White take the initiative?

Isn't the white King's position rather open?

20. R—B4!

A nice exchange sacrifice, creating tremendous problems for White. If the white King had been on Kt1 (17. K—Kt1!) this would not have been correct, as the King would have been relatively safe on QR2. For the same reason I rejected the preparatory move 20. P—K3; White plays 21. K—Kt1, and after 21. P—B4; 22. P—R5 the position is fairly even.

21. B × R P × B
22. R—Q5!

The only good defence. 22. Q—K4 is prevented, and after 22. P—Kt3; 23. P—K5! B × P; 24. Q—Q7 the black attack doesn't get under way. So Black must play more sharply.

22. P—K3!
23. Q × BP!

Again the right defence—but it cost Ivkov time to find these moves! The text may look a mistake, but after 23. Q—B5 ch; 24. R—Q2, B—B6; 25. Q—B2, R—Q1; 26. R—Q1 Black has nothing better than recapturing the sacrificed material, with an even Queen's ending as the result.

23. R × P? Q—Kt6! offers White little hope. After the game I gave the variation 24. R—Kt5, Q—B7; 25. P—K5, Q—Q5; 26. R—Q1, Q—B6 ch; 27. K—Kt1, P—R3! and wins. Of course there are other possibilities. For instance, 24. R—Q1, Q × KtP; 25. P—K5, B—R3 ch; 26. K—Kt1, Q × P; 27. R—Q7, B—K6; 28. R(B5)—B7, Q—K5 ch with decisive advantage. For the white Queen and the Rook on QB5 the lines of communication to the rear are very bad!

23. Q—Kt6!
24. R—Kt5

Necessary, for 24. R—Q2, B—R3 or 24. R(Q5)—Q1, Q × KtP; 25. P—K5, Q × P at once gives Black a clear advantage.

But now 24. B—R3?; 25. K—Kt1, B × R; 26. Q × B is bad for Black.

24. Q—B5 ch
25. K—B2 P—B4!

Formerly the White Queen was almost imprisoned on QKt5, now the Rook is imprisoned on KKt5! This is really no everyday game. Clearly Black has good chances, even if he is the exchange and a pawn down.

26. P × P KP × P
26. P—Kt3? was an

attractive idea, but a mistake because of 27. R—Kt4!

Now White can exchange Queens, the dream of all defenders. After 27. P—Kt3? Q×KBP; 28. Q—Q5 ch, Q×Q; 29. P×Q, K—B2! the threat is P—R8, and 30. P—R5 does not save the Rook because of 30. K—B3.

27. R—Q1 P—Kt3!

A good move for two reasons. First, it is the strongest in the position, which can be proved fairly convincingly by analysis; second, it forces Ivkov, already in severe time pressure, to make a difficult choice, which costs him almost all the time he has left on his clock. Shall he take the pawn and thus let the Queen be lured away from the control of the square K5?

He does not like it, and against Q×RP he must have Q—K3 ready. The clock ticks....

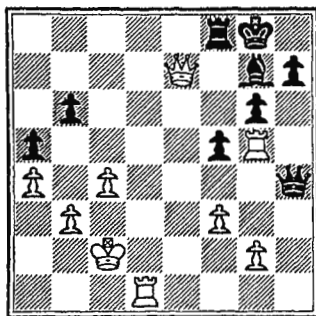
28. Q—K7

After 28. Q×KtP, Q—K4; 29. R—Q8, B—B3; 30. R×R ch, K×R; 31. K—Q1, K—Kt2!? the white position is more than difficult. He must guard against mating attacks by Black's Queen and Bishop and at the same time avert the imminent danger of Black capturing the imprisoned Rook, which, as far as I can see, is too much for White. This means that in his 28th move Ivkov found the right defence once again.

28. Q×RP

(See diagram in next column)

29. R—Q7??



Position after 28. Q×RP

Finally, in terrible time pressure, the Yugoslav grand-master fails. 29. Q—K3 was essential even though the Rook ending after 29. B—B3; 30. P—B4, B×R; 31. P×B, Q—K5 ch; 32. Q×Q, P×Q isn't too easy for White: 33. R—Q6 is answered by R—B4!

In this simplification it should be noted that the point of 27 P—Kt3! is that the QRP is defended; otherwise R—Q5 would be a strong move for White after the exchange of Queens. But probably White can hold this Rook ending, although not easily when under time pressure.

After 29. Q—K3 Black might also play for a win in other ways, for instance, 29. P—B5!? and here the 27th move also comes in handy, preventing Q—B5. Black gets good attacking chances for the exchange, but White should be able to defend the position.

29. B—B3

30. Q—K6 ch K—R1

31. Q—Q6

Or 31. R—B7, Q—B7 ch;
32. K—Q3, R—Q1 ch etc.

31. Q—B7 ch

32. K—Q1
Or 32. K—Q3, Q—B8 ch. The square Q2 is taboo because of B × R ch.

32. Q—B8 ch
33. K—B2 Q—K7 ch
34. K—B1 Q—Kt7 ch
Of course B × R ch was good enough.

35. K—Q1 Q—Kt8 ch
36. K—K2
After K—Q2 I would have swallowed my pride and taken the Rook.

36. R—K1 ch
37. K—B2 Q—K8 mate!

21

BEVERWIJK, 1964

Black: T. D. van Scheltinga

Bird's Opening

1. P—KB4 Kt—KB3
2. Kt—KB3 P—Q4
3. P—K3 P—KKt3
4. B—K2

Instead of my special variation
4. P—QKt4 I play a normal Dutch with colours reversed and a tempo more.

4. B—Kt2
5. 0—0 0—0
6. P—Q3 P—Kt3
7. P—QR4 B—Kt2
8. Q—K1 P—B4
9. Kt—Q2?

Doesn't go well together with
7. P—QR4. Worth consideration was 9. Kt—R3 followed by B—Q1 and P—K4.

9. Kt—B3
10. Q—R4 P—K3
11. R—B2 Kt—QKt5
12. Kt—K1 Kt—K1
13. Q—R3 Kt—Q3
14. P—Kt4 P—B4

The Dutch master builds a position that makes it nearly impossible for White to start an attack against his King. In order

to create new problems White sets up a 'Stonewall'.

15. P × P KP × P
16. Kt(Q2)—B3 Kt—B2
17. P—B3 Kt—B3
18. P—Q4 Kt—R4

It would be better to have the pawn on QR2!

19. B—Q1 P—B5
20. Kt—K5 Kt × Kt
21. BP × Kt Kt—Kt6
22. B × Kt P × B

Not very nice for White to have to play without his KB; the other Bishop is not worth very much. But you must see the bright side: Black's last move removed one of his pawns from the centre!

White would like to place the Knight on KB4 and push the KRP. But Black does not allow this.

23. Kt—Kt2 Q—Kt4!
24. R—B4 Q—K2

Perhaps my opponent was ready to draw, 25. R—B2, Q—Kt4,

perhaps not. I saw no purpose in investigating this, as I wanted to win.

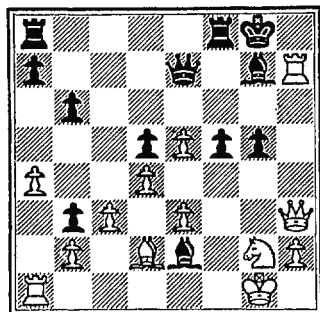
25. B—Q2 B—QR3

26. R—R4!?

Very risky. But in the first place I am ready to take a risk, and secondly Black is ready to improve his position considerably, bringing his Bishop to K5. So, forward!

26. P—KKt4!

27. R × P B—K7!



At this moment the Dutch master Spanjaard entered the tournament hall. He asked Donner if anything interesting was going on, and the grandmaster said 'Yes, Larsen has a lost game!'

I am sure that this was a correct evaluation of my position. Up to now Black has played better in this game, but the situation is still so difficult for both sides that it can be useful to take advice from the words of a famous French general: 'My centre is broken, my flanks are retreating, I attack!'

Spanjaard sat down right next to our table—he is very shortsighted—to see the drama.

Against 28. Q—R6 Black has

several good continuations. The simplest is 28. Q—KB2; 29. P—K6, B × Q with a favourable ending, and 29. Q—B3 is even stronger. Looking at such variations as these you realize that something very special must be done. 27. B—Kt5 is a threat. Maybe, quietly sacrifice the exchange and play on. There is a pawn for it, but it is not inviting.

However, fantastic combinations are hidden in this position. In the middle of all the misery it must be remembered that White's position is not hopeless. At this juncture he is a pawn up: he has strong centre pawns: the black King is not very well protected by pawns.

Slowly you see the counter-chances—and play ...

28. P—B4! B × QBP??

Black goes wrong! He overlooks the answer.

After 28. P × P; 29. B—B3 followed by an exchange sacrifice White gets good chances: suddenly his Bishop is strong, and connected passed pawns in the centre must always be respected. But Black should play the sharp 28. QR—B1. Then 29. P × P, R—B7 is good for him, as his pawn on QKt6 may suddenly become a strong passed pawn: 30. B—B3, R × B! But of course there are many variations, and White has very impressive centre pawns.

Instead of 29. P × P White can complicate matters even more with 29. P—K4!?. One effect of this move is to free the square K3 for the Knight. However, sadly enough, Black gets strong threats on the KB-file after 29. BP × KP!

Analysis seems to prove, that Black has the best chances in any case. But it may become very complicated, and at least White does not lose without getting his pieces into play.

But Black wanted to avoid complications! He thinks he has a clear advantage and sees 28. P—B4 as sheer desperation. Now comes the shock.

29. Kt—B4!!

A fantastic change of scenery! If Black does not take this Knight White gets a very strong attack anyway while the black QB is suddenly passive.

29. P × Kt

30. K—B2!

The point: R—KKt1 is a terrible threat.

30. P × P ch

31. B × P P—B5

The answer to 31. B—Q6 could be 32. B—B4!

After the text move 32. R—KKt1 is possible, but after 32. B—Q6 Black can still put up some resistance.

32. B—Q2! K—B2?

The only defence was 32. Q—Kt4; 33. R—KKt1, Q × R ch, which must be insufficient in the long run. Sometimes stubborn defence saves half a point but van Scheltinga was short of time.

33. Q—R5 ch K—K3

34. Q—Kt4 ch Resigns

But it was wonderful entertainment for Spanjaard!

22

DANISH CHAMPIONSHIP, HOLSTEBRO, 1964

White: S. Hamann

Benoni

1. P—Q4 Kt—KB3

2. P—QB4 P—QB4

3. P—Q5 P—K4

4. Kt—QB3 P—Q3

5. P—K4 P—KKt3

6. P—KKt3 B—Kt2

7. B—Kt2

Taimanov, among others, has played the interesting B—R3!? In principle White should profit from an exchange of these Bishops, but it is possible that energetic play by Black on the King's side can demonstrate White's disadvantage in not having the Bishop on KKt2 to defend the King.

In my opinion the set-up chosen by Hamann does not create any serious problems for Black.

7. 0—0

8. KKt—K2 Kt—R4

9. 0—0 Kt—Q2

Nothing was wrong with playing 9. P—B4 at once, but the text move is also very good. After 10. P—KKt4, Kt—B5; 11. Kt × Kt, P × Kt; 12. B × P, Kt—K4; 13. B × Kt, B × B Black has full compensation for the pawn.

Of course the present position

might be the result of a King's Indian, 1. P—Q4, Kt—KB3; 2. P—QB4, P—KKt3; 3. P—KKt3 etc. But most players would prefer to keep the tension in the centre after Black's . . . P—K4—and if White did play P—Q5 Black would not often answer . . . P—QB4, he would save that square for a Knight. So this position does not very often arise in a King's Indian.

White must now choose between a passive position on the King's side, for instance, 10. B—K3, P—B4; 11. P—B3, and a more active line.

10. P—B4 P × P
 11. P × P P—QR3
 11. . . . P—B4 at once leads to similar positions.

12. Q—B2 P—B4
 13. P × P P × P
 14. B—K3? . . .

White overlooks a tactical trick. He ought to play 14. P—QR4.

14. . . . Kt(Q2)—B3
 15. P—KR3 P—Kt4!

An important gain of space. The point is 16. P × P, P × P; 17. Kt × P, Q—K1; 18. Q—Q3, P—B5!, winning a piece.

16. QR—K1 P—Kt5

With both my Knights on the King's side I considered it right to start operations there. However, 16. . . . P × P was not bad either; White's best answer is probably B—B3. Black gets the QKt file and in some cases threats against the white Queen's pawn, while White tries to get a Knight to QB4.

17. Kt—Q1 Kt—K5
 18. K—R2 R—K1
 19. R—Kt1 Kt(K5)—B3!

Very surprising. Why this hasty retreat? First of all there is, in some lines, the chance of the sacrifice . . . Kt—Kt5 ch, after White's otherwise very good moves K—R2 and R—Kt1. Black prevents B—B3. Another good white move, Kt—B2, is also prevented.

Black is ready to improve his position, while White's manoeuvres are very difficult. Against 20. B—B2, planning Kt—K3 to threaten the KB pawn, the black Queen's Rook just gets there in time: 20. B—B2, R—R2!; 21. Kt—K3, R(R2)—K2.

This Rook manoeuvre is very important. Another plan available to Black is . . . K—R1 and . . . B—KR3, since White's R—Kt1 removed some of the protection from his KB pawn.

That 17. . . . Kt—K5 was the best move I would find it difficult to prove: one of my reasons for playing it was to avoid the unpleasant situation with the Knights linked together after White's B—B3. But that the text move is the best I am absolutely sure, and I like the move. It is the opposite of a routine move!

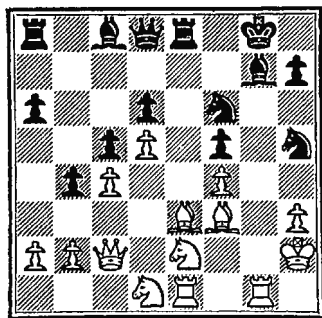
20. B—B3?? . . .

(See diagram overleaf)

20. . . . Kt—Kt5 ch!

Hamann had not overlooked this move, but there was a flaw in his calculations; see next note!

21. P × Kt P × P!
 The right order of moves. My



Position after 20. B—B3??

opponent had expected the unclear variation 21. . . . Q—R5 ch; 22. K—Kt2, P × P; 23. B—K4, B—B4 (23. . . . R × B; 24. R—R1!, but not 24. Q × R?, B—B4!; 25. Q × B, Q—R6 ch; 26. K—B2, Q—B6 mate!); 24. R—R1, B × B ch; 25. Q × B, Q × R ch; 26. R × Q, R × Q; 27. R × Kt.

But now 22. B—K4? is refuted by 22. . . . R × B!; 23. Q × R, Q—R5 ch; 24. K—Kt2, B—B4. It is seen how little room there is for the white King.

Also 22. R × P is impossible, because the other Rook is unprotected: 22. . . . B × R; 23. B × B, Q—R5 ch. So White has only one move.

22. B—R1 Q—R5 ch
23. K—Kt2 R—R2!

The position of the white pieces is so awkward that Black has time to mobilize his reserves. Also attractive was 23. . . . B—B3, but after 24. K—B1, R × B; 25. Kt × R, Q—R6 ch; 26. B—Kt2, Q × Kt (threat . . . B—Q5) White still has a defence with 27. Q—Kt3. Black gets an end-game with two good pawns for the exchange, but White is not quite finished.

24. Q—Kt3

24. K—B1 would not mean a transposition, for after 24. K—B1, R(R2)—K2; 25. Q—Q2! Black has nothing decisive: the white Queen protects both K1 and KB4 (but 24. K—B1, R(R2)—K2?; 25. B—B2? loses quickly because of 25. . . . P—KKt6!).

The right answer to 24. K—B1 is, quite naturally, 24. . . . R—KB2!, for instance, 25. B—Kt2, R × B; 26. Kt × R, Kt × P or 25. B—B2, P—Kt6!; 26. Kt × P, B—R6 ch; 27. B—Kt2, Kt × Kt ch; 28. B × Kt, R × P ch!; 29. Kt—B2, R × R ch; 30. K × R, Q × B or 29. B—B2, B × B ch; 30. R × B, Q—R8 ch!; 31. R—Kt1, Q—R6 ch; 32. R—Kt2, R × R ch; 33. K × R, Q × R. Or, finally, 24. K—B1, R—KB2; 25. Q—Q2, B—R8!; 26. B—Kt2, Kt × P; 27. Kt × Kt, B × Kt; 28. B × B, R × B ch; 29. Kt—B2, R(K1)—B1; 30. R—K2, P—KKt6.

Consequently, also against 24. Q—Q2 the right answer is R—KB2! And the point of the move played is that 24. . . . R—KB2? can be answered by 25. B—B2!

Against 24. Q—Q3 both 24. . . . QR—K2 and . . . R—KB2 would be strong, e.g. 24. Q—Q3, R—KB2; 25. B—B2, R × Kt!!

Finally we may look at 24. R (Kt1)—B1, and it is refuted by 24. . . . P—Kt6!

24. . . . R(R2)—K2!
25. K—B1 B—Q5!

Because the Rook on K1 is only protected by the white King, the white pieces on the King's file are severely pinned. After 26. B × B, P × B there is no defence at all against the threat . . . Kt × P.

26. B—B2 B × B
 27. Kt × B Kt × P
 28. Kt × P

Desperation. 28. Kt × Kt, R × R ch; 29. K—Kt2, P—Kt6 or 28. B—B3, P—KR4; 29. R—KR1, Q—Kt4; 30. Kt—K4, Q—K4 is hopeless. In all variations Black obtains a material advantage.

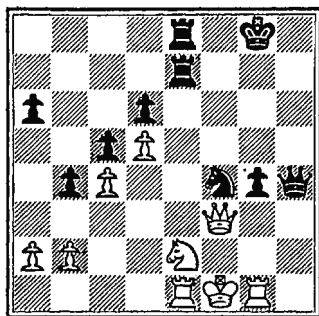
28. B × Kt
 29. B—B3 P—KR4
 30. B × B P × B
 31. Q—KB3

(See diagram in next column)

White's desperate counter-attack is, of course, quite harmless. For instance Black may play 31. R—KKt2, but a little combination leads to a quick decision.

31. Q × R ch!
 32. K × Q R × Kt ch
 33. K—Q1
 Or 33. K—B1, R—K8 ch;

34. K—B2, R(1)—K7 ch.



Position after 31. Q—KB3

33. R—K8 ch
 34. K—B2 R(1)—K7 ch
 35. K—Kt3 R—K6 ch
 36. Q × R R × Qch
 37. K—R4 P—KKt6
 38. K—R5 P—Kt7
 39. K × P R—KB6

Resigns

During the last moves Hamann was in desperate time pressure: otherwise he would probably have resigned a few moves earlier.

☆ VIII ☆

A BIG JUMP FORWARD

IN THE past almost none of my best results had been achieved in competition with the leading Russian masters. In Moscow, 1956, I scored a better result than Botvinnik—but that was a team tournament. Then there was Beverwijk, 1960, where I tied for first place with Petrosyan but at that time it was said that he was not used to such short tournaments (9 rounds).

Against this background my score in the Interzonal, Amsterdam, 1964, came as a sensation—a big jump forward. Without the special rule which limits the number of participants from any one nation to five in the Candidates' tournament, the candidates in 1965 would have been seven Russians and me!

After 23 rounds the result was: Smyslov, Spassky, Tal and Larsen 17 pts, Stein 16½, Bronstein 16, Ivkov 15, Portisch and Reshevsky 14½, Gligorić 14, Darga 13½, Lengyel 13, Pachman 12½, Evans 10, Tringov 9½, Benko 9, Bilek, Rossetto and Foguelman 8, Quinones 7, Porath 5½, Perez 5, Berger 4½, Vranesić 4. Against the five Russians I scored 3 points. In the last round I came very close to a win against Smyslov, which would have given me the first place undivided, but the ex-world champion defended well and drew the endgame.

In several other drawn games I came very close to victory, and only once, against Bilek, did I have to escape from a lost position. So my results could not be called fortuitous or lucky. I played many good games: seven of my thirteen wins have been included in this collection. In fact I would have liked to show them all, plus two or three of the draws! I played this tournament with fantastic energy, and ideas came swarming. Naturally my games differed considerably—quiet positional games, sharp attacks, cool defences, pointed endgames. I played with a strong will to win, and only over-estimated my position two or three times.

Game No. 23 is in drastic attacking style. In No. 24 Berger under-rates my old-fashioned opening play. After the tournament I regarded No. 25 as my best game, which I cannot endorse today. Perhaps its clear, undramatic course appealed to me because I was tired after many exciting games? In No. 26 the opposition is not very impressive,

but the finish is nice. In No. 27 one of my strange opening variations leads to an incredible success against Portisch, when he overestimates his position at an early stage of the game.

Nos. 28 and 29 are wonderful fights. Bronstein collapsed rather soon under the pressure, but against Spassky it looked like a draw for a very long time. Of the discoveries I have made working on this book one of the most surprising is seen here in the note at move 55!

At the start of the tournament I was considered to have been unlucky in the draw for the order of play because I got the five Russians in the last five rounds. Afterwards it was said that the draw had in fact favoured me. The argument was based on the special rule, and there is some truth in it. During the last three rounds I could play without nerves because I was already sure to qualify for the Candidates' tournament while my opponents were not. But it might equally be argued that in the third from last round, perhaps just because I relaxed, I played badly against Stein and lost. Nobody knows what might have happened if and if and if. . . . In any case it is idiotic to organize the Interzonal on such lines. There ought to be no limit on the number of Russian players who can qualify for the Candidates' tournament, of course.

23

INTERZONAL, AMSTERDAM, 1964

Black: F. Perez

Sicilian

1. P—K4 P—QB4

2. P—KB4

Just as playable as the more usual systems. In the Danish championship I had had great success with this move.

2. P—K3

3. Kt—KB3 Kt—QB3

4. B—Kt5 P—KKt3

A move I would never dream of playing. Why not 4. KKt—K2?

5. B × Kt QP × B

6. P—Q3 B—Kt2

7. 0—0 Kt—K2

8. Kt—B3 0—0

9. Q—K1 P—Kt3

10. P—QR4 B—QR3

11. Q—R4?!

Very aggressive. In all likelihood the best move in the position is 11. P—QKt3, followed by B—Kt2 or B—Q2. If only White can prevent P—QB5 Black has few possibilities for active play.

One of the points of the text move is 11. P—B5; 12. P × P, B × P; 13. R—Q1, Q—B2; 14. P—B5! with a powerful attack. But Perez initiates a fine counter-action.

11. Q—Q2

12. B—K3 P—B5!?

13. P × P P—QB4!

Not 13. B x P?; 14. Kt—K5! B x Kt; 15. P x B, B x R; 16. Q—B6, Kt—B4; 17. P x Kt, Q—Q1; 18. K x B with a considerable advantage.

14. Kt—K5

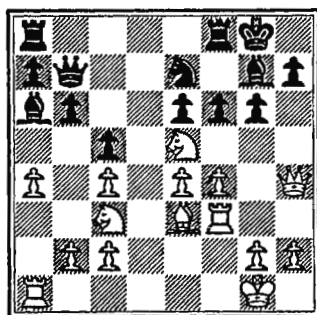
The extra pawn might be held with 14. Kt—Q2, but after 14. B—Q5; 15. Q—B2, B x Kt; 16. P x B, P—B4 it would be worth nothing.

14. Q—Kt2

15. R—B3!

15. P—QKt3?, Kt—B3! is good for Black. Apart from the sharp text move the only other one deserving consideration was 15. R—Q1.

15. P—B3



16. R—KR3! P x Kt

Not absolutely forced. 16. P—R4?; 17. Kt x P without question gives White a violent attack, but 16. P—R8!; 17. Kt—Kt4, P—R4; 18. Kt—B2, P—B4! was probably the right solution (not 18. B x P?; 19. P—KB5!).

17. Q x P ch K—B2

18. P—B5!

But not 18. P x P?; R—R1;

19. R—KB1 ch, Kt—B4! Now 18. R—R1 is no good because of 19. P x KP ch, K—B3; 20. R—B3 ch, Kt—B4; 21. Kt—Q5 ch, Q x Kt; 22. R x Kt ch.

18. KP x P

19. B—R6 R—KKt1

20. P x P Kt x P

21. R—KB1 B x P

22. R—Kt3!

After 22. R x Kt ch, P x R; 23. Q x P ch, K—K1 Black escapes.

22. B x R

23. Q x P ch K—K2??

By nature Perez is an attacking player, and no doubt he did not like to have to defend against this violent attack. Here he does not find the correct continuation: 23. K—B1! 24. Q x Kt ch, Q—B2; 25. Q—K4, R—Q1; 26. R—B3, B x P!; 27. R x Q ch, K x R; 28. K x B, B x B ch; 29. K—B3 certainly offers White good chances—the black Bishop is not very active, the white Knight can cooperate very well with the Queen—but the black position is still far from hopeless.

24. B—Kt5 ch! K—B1

Or 24. K—Q2; 25. Q x Kt ch, K—B2; 26. Q—B7 ch, K—B3; 27. Q—K6 ch, K—B2; 28. Kt—Q5 ch.

25. Q x Kt ch Q—B2

26. Q—K4 R—B1

In the ending after 26. B x P; 27. Q x B, R—B1; 28. R—B3, B—B3; 29. R x B the win is no problem.

27. R—B3 B—B5

Or 27. B—QR8; 28. R × Q ch, K × R; 29. Q—B5 ch and wins.

28. Q × B
29. P × Q

Q × R
Resigns

24

INTERZONAL, AMSTERDAM, 1964

Black: B. Berger

Bishop's Opening

1. P—K4 P—K4
2. B—B4

'Preparing for this tournament the other participants have studied Boleslavsky's latest innovations, but Larsen has studied Greco and Philidor!', said Perez.

2. Kt—KB3
3. P—Q3 P—Q4?

The inexperienced Australian master underrated my 'modest' opening. After this move it is difficult for Black to protect his King's pawn.

4. P × P Kt × P
5. Kt—KB3 Kt—QB3
6. 0—0 B—KKt5?

Somewhat better, but not very pleasant, is 6. B—K2; 7. R—K1, P—B3.

7. R—K1 B—K2

Naturally 7.... P—B3? is refuted by 8. Kt × P.

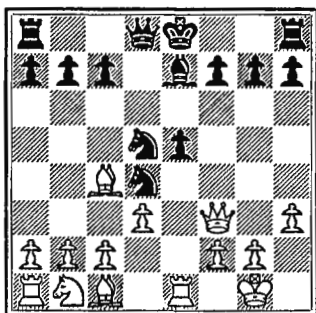
8. P—KR3 B × Kt
9. Q × B Kt—Q5!

(See diagram in next column)

Quite a spirited try in an already critical position. Against 9. Kt—B3 10. B—Kt5 was strong.

Now 10. Q × Kt, Q × Q; 11. B ×

Q, Kt × P is not bad for Black, and 11. Q—Q1 would give him time to breathe. He does not get it!



Position after 9. Kt—Q5!

10. Q—Kt4! 0—0

Resignation. 10. Kt × P; 11. R × P, P—QB3; 12. Q × P, R—KB1; 13. R × Kt! loses quickly, and 11. Kt—B3; 12. Q × P, K—Q2; 13. B—Kt5, R—KKt1; 14. Q × BP, R × B; 15. R × R, Kt × R does not hold either; White even has two continuations, the simple 16. Kt—B3 and 16. Q—K6 ch, K—K1; 17. R—Kt8 ch, Kt × R; 18. Q × Kt ch, K—Q2; 19. Q—K6 ch, K—K1; 20. Q—B7 ch, K—Q2; 21. Q—B5 ch, K—K1; 22. B—B7 ch, K—B1; 23. Q × RP, B—B3; 24. B—B4 etc.

10. Q-Q8; 11. B x Kt?, Q x B; 12. Q x P, 0-0-0 offers Black certain possibilities, but 11. Kt-R3! is much stronger. Black has no reasonable reply, for instance, 11. 0-0; 12. P-QB3, Kt-K3; 13. Kt-Kt5 etc.

11. R x P Kt-KB3
12. Q-Q1 B-Q3
13. R-K1 R-K1
14. B-K8

White has a healthy extra pawn and begins to complete his development.

14. P-B4
15. Kt-Q2 B-B2

16. Kt-B3 Q-Q8
17. B x Kt P x B
18. R x R ch R x R
19. P-B3 P x P
20. P x P Kt-R4

A nervous attempt to attack, after which White is able to combine the defence of his own position with plundering!

Black ought to play 20. R-K2, but naturally White's advantage is clear. A good move, for instance, is 21. Q-Kt3.

21. Q-R4! R-K2
22. Q x RP Kt-B5
23. Q x KtP P-R4
24. Q-B8 ch K-R2
25. P-KR4 Resigns

25

INTERZONAL, AMSTERDAM, 1964

Black: L. Lengyel

Vienna

1. P-K4 P-K4
2. B-B4 Kt-KB3
3. Kt-QB3 Kt-B3
4. P-Q8 B-Kt5

The advantage of playing an unmodern opening is that the opponent probably has not analysed it very deeply. If he has any opinion at all about the play it is probably based upon a rather superficial knowledge of theory, not on his own study of the variations.

In this case the Hungarian grandmaster follows Gligorić's recipe. In round 8 Gligorić got a fairly even game against me, which was finally drawn. Now, six rounds later, Lengyel plays the same line, probably content with the same result.

But did Gligorić obtain an

absolutely even game? I did not think so and was happy to play the variation once more.

The most common moves in this position have been 5. B-KKt5 and 5. Kt-K2. I prefer 5. Kt-B3, after which the position may be seen as a Ruy Lopez with colours reversed. White's extra tempo in certain variations enables him to play very sharply, for instance, 5. Kt-B3, P-Q4; 6. P x P, Kt x P; 7. 0-0!, a very promising pawn sacrifice.

5. Kt-B3 P-Q3
6. 0-0 B x Kt
7. P x B Kt-QR4
8. B-Kt3 Kt x B
9. RP x Kt 0-0
10. P-B4 Q-K2

My game against Gligorić went 10. P—QKt3; 11. Q—K2, Kt—Q2; 12. B—Kt5, P—KB3; 13. B—K3, R—K1; 14. Kt—Q2, Kt—B1; 15. P—B4 with a slight initiative for White. Probably Lengyel had studied this game, and here he stops following it.

But is the position equal? I would not like to play Black. The opposite-coloured Bishops do not guarantee a draw as long as there are other pieces on the board. What I like is that White has the best centre pawns! The two exchanges have brought two white pawns a step closer to the centre.

It may be very little, but I am satisfied with this small advantage. It annoyed me that Gligorić had obtained a draw; now I had another try.

- | | |
|-----------|-------|
| 11. Kt—Q2 | Kt—Q2 |
| 12. Q—R5 | Kt—B4 |
| 13. P—B4 | |

This important advance must be carried out before the black Knight gets to K3. But now Black can exchange Queens! OK, let him, it does not change the basic structure of the position.

- | | |
|------------|-------|
| 18. | P × P |
| 14. R × BP | Q—K4 |
| 15. Q × Q | P × Q |
| 16. R—B2 | Kt—K3 |
| 17. Kt—B3 | P—KB3 |
| 18. B—K3 | P—QR3 |

White still has the better pawn centre. It should also be noted that Black has very few opportunities to undertake something active. Almost everything he may attempt will just weaken his position.

But what is White going to do? In the long run it must be an advance of the centre pawns, P—B3 and P—Q4. But there is time enough, and White may first try to obtain some small positional advantages.

- | | |
|------------|--------|
| 19. Kt—R4 | B—Q2 |
| 20. Kt—B5 | QR—K1 |
| 21. P—R3 | R—B2 |
| 22. K—R2 | Kt—B1 |
| 23. P—KKt4 | Kt—Kt3 |
| 24. Kt—Kt3 | Kt—K2 |
| 25. QR—KB1 | B—K3 |
| 26. Kt—K2 | |

Were you expecting 26. P—Kt5? It accomplishes very little and leads to exchanges. The whole impressive build-up on the King's side had as its first purpose to make sure that Black does not play P—KB4.

- | | |
|-----------|--------|
| 26. | Kt—B3 |
| 27. K—Kt3 | Kt—Kt1 |
| 28. Kt—B3 | P—B3 |

An important moment. Black does not permit Kt—Q5, which is understandable. But new holes are created in his position.

- | | |
|------------|-----------|
| 29. P—B5 | Kt—Q2 |
| 30. Kt—R4 | R—Q1 |
| 31. P—R4 | R(Q1)—KB1 |
| 32. Kt—Kt2 | R—B1 |
| 33. R—QR1 | |

I gave much thought to 33. Kt—B4, but after B × Kt I would get a position with very few possibilities to break through.

The Rook manoeuvre to QKt4 may look a little odd, but sooner or later White must play P—Q4, and the Rook protects the white QKt pawn and attacks the black one, which is very unpleasant for Black. He has very little

space and his pieces get in each other's way.

33. K—B1
 34. R—R4 K—K1
 35. R—Kt4 R—B2
 36. P—QB3 P—KKt3?

White is ready to advance in the centre and Black looks around for counterplay. This nervous reaction is a great help to White.

Better were such moves as 36. K—Q1 or 36. R—K2. In the latter case 37. P—Q4? is a plain mistake because of 37. B—B2, but White may play 37. P—Kt5. After 36. K—Q1 37. P—Q4 is playable, but it is not quite clear how White should continue after 37. R—K2. One of the merits of 36. K—Q1 is that the King is ready to take over the protection of the QKt pawn. And with the King on K1 the white Knight may, in some variations, reach Q6 with an annoying check.

After 36. K—Q1 I would probably have played some quiet moves in order to pass the time control before any decisive action.

After the text move it seemed to me that I must strike at once.

37. P—Q4! P—KR4?

After my previous move it is more difficult for Black to remain passive: his KB pawn is weak and White's P—Kt5 more of a threat. After 37. P—B4 we might see the white Knight jumping to Q6 as indicated in the last note: 38. KtP × P, KtP × P; 39. P × BP, B × BP; 40. Kt—B4!

But the move in the game does not make matters better for Black.

38. P—Kt5 P × KtP
 38. P—B4; 39. P × BP, R × P; 40. R × R, B × R; 41. Kt—B4 is also unpleasant, and 40. P × R; 41. P × P likewise.

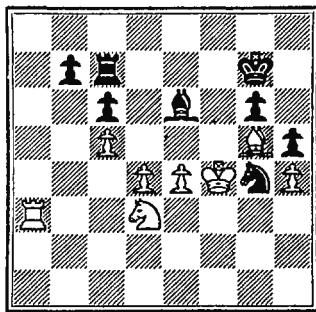
39. B × P P × P
 40. R × R K × R
 41. P × P

Adjourned. White's advantage is very great. His centre pawns are very powerful, while the black Kkt pawn is almost worthless.

41. Kt—B3
 42. K—B4

White might also play 42. B × Kt, K × B; 43. K—B4, but there is no reason to end the opposite-coloured bishops situation. White is even ready to exchange Knights, for instance, 42. R—Q2; 43. Kt—Q3, Kt—Kt5; 44. Kt—K5 ch, Kt × Kt; 45. K × Kt, R—B2; 46. P—Q5! and wins easily.

42. P—R4
 43. R—R4 B × P
 44. R × P Kt—Kt5
 45. R—R3 B—K3
 46. Kt—Q3 K—Kt2



47. Kt—K5! R—B1
 47. Kt × Kt; 48. K × Kt gives the white King an absolutely

dominating position. Even exchange of Rooks would win in many cases. But White does not exchange the Knights himself, which, of course, would produce a black passed pawn.

48. B—K7 R—K1

49. B—Q6 Kt × Kt

Black's choice was very limited.

50. B × Kt ch K—B2

51. K—Kt5 B—Kt5

52. R—R1 R—K3

53. R—QKt1 R—K2

54. R—KB1 ch K—K1

55. K × P

Material gain at last. True, it was the least important black pawn that fell, but if nothing else it means that the black Rook's pawn is vulnerable.

55. K—Q2

56. R—B4 B—K7

57. B—Q6 R—K3 ch

This was the sealed move when the game was adjourned for the second time. I analysed this variation, among others: 58. K—Kt5, P—Kt4; 59. R—B7 ch, K—K1; 60. R—B8 ch, K—Q2; 61. K—B5!, B—Kt5 ch; 62. K—B4 soon followed by P—Q5. White ought to take his time,

61. P—Q5?, P × P; 62. P × P, R × B! gives Black drawing chances.

58. K—Kt5 B—Q6

59. B—K5 B—K7

60. R—B2 B—Q6

Now it becomes a problem for the Bishop to get back to the defence of the Rook's pawn, but against 60. B—Kt5 61. R—QKt2, K—B1; 62. R—QR2 is very strong, also 62. K—B4 followed by P—Q5.

61. K—B4! R—Kt3

62. K—K3 B—B5

63. R—B5 R—Kt8

64. R × P R—K8 ch

65. K—B4 B—Q6

66. R—R7 ch K—K3

After 66. K—K1; 67. R × P the win is rather easy: two pawns more and Black's King badly placed.

But the text move permits a tactical finesse to end the hitherto purely strategical game.

67. P—Q5 ch! P × P

68. P × P ch K × P

69. R—Q7 ch Resigns

Because of 69. K—B5; 70. R—Q4 ch, K—B6; 70. R—K4 ch, K—Q7; 71. B—B3 ch.

26

INTERZONAL, AMSTERDAM, 1964

White: Z. Vranesic

Old Indian

1. P—Q4 Kt—KB3

2. P—QB4 P—Q3

3. Kt—QB3 B—B4

Probably not very good—but good enough to face an inex-

perienced opponent with unknown problems.

4. P—KKt3 P—K4

5. Kt—B3 QKt—Q2

6. B—Kt2 P—B3
 7. 0—0 P—KR3
 8. P×P?

Now Black has a comfortable position. 8. P—Q5 may be best.

8. P×P
 9. P—Kt3 B—QKt5

A little less aggressive but also good is 9. B—K2, played in Toran-Gheorghiu, Palma de Mallorca, 1968. In making this move Black expects that a subsequent reply P—QR3 will weaken the white QKt pawn.

10. B—Kt2 0—0
 11. R—K1?

Perhaps he should let himself be provoked anyway—11. P—QR3, B—K2; 12. P—QKt4. But, with his eleventh move, White embarks on a faulty plan.

11. Q—Kt3

Quite cunning. The threat is B×Kt and Kt—K5, but, apart from this, the Queen also has an eye on the white QKt pawn and Queen's Bishop.

12. Kt—KR4 B—R2
 13. P—K4?

White wants to imprison the Bishop on R2, but it cannot be completely blocked, and to weaken the square Q4 is a serious matter. I agree with Flohr when he writes: 'Capablanca would not have thought of a move like 13. P—K4 at all.'

13. Kt—B4
 14. Q—B2 Kt—K3
 15. Kt—B3 KR—K1
 16. Kt—QR4?

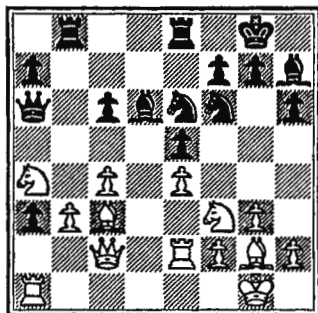
After this Black's advantage increases considerably. Of course

16. Kt×P? was impossible because of 16. Kt—Q5, but 16. P—QR3! had to be played.

16. Q—R4
 17. R—K2 P—QKt4

The knife at White's throat! He can play neither 18. Kt—B3, Kt—Q5 nor 18. P×P, P×P; 19. Kt—B3, QR—B1.

18. P—QR3 B—Q3
 19. B—B3 Q—R3
 20. Kt—Kt2 P—Kt5
 21. B—K1 P×P
 22. Kt—QR4 QR—Kt1!
 23. B—B3



Without any spectacular stroke Black has won a pawn. The importance of this pawn is obscure for the time being, and slack play by Black may even give White time to win it back.

But White does not get time! Black's last move was the preparation for a combination which sets fire to the position—one of the effects being that the weak black pawn on QR6 becomes a dangerous passed pawn, only two steps away from its promotion square.

Up to this point there is nothing very special about the

game. I have just exploited my opponent's mistakes, but the energetic manner in which the advantage is turned into a win gives the game a certain value.

23. Kt x P!
 24. R x Kt B x R
 25. Q x B R x P
 26. P-B5 Kt x P
 27. Kt x Kt B x Kt

Rook and four pawns are worth far more than two minor pieces so White tries to pick up a pawn or two.

28. B x P Q-Q6!

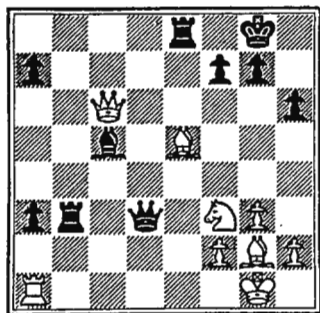
Planning a nice finish, and White walks right into it.

28. P-B3? was bad because of 29. B-B1!, but nothing was wrong with 28. R x Kt; 29. B x R, B-Q3: after both 30. Q x P and 30. B-K2, R x B the ending is an easy win.

But also the text move leaves White without any real defence. After 29. Q x Q, R x Q the threat is R x Kt, and meanwhile

White must also keep an eye on the pawn on QR6. 30. B-B4, R-K7!; 31. B-KB1, R x P is also disastrous.

29. Q x P



29. R x B!
 30. Kt x R B x P chl
 31. K x B
 Or 31. K-R1, R-Kt8 ch.

31. Q-Q5 chl
 32. K-K2 R-Kt7 ch
 Resigns

27

INTERZONAL, AMSTERDAM 1964

Black: Lajos Portisch

French

1. P-K4 P-K3
 2. P-Q4 P-Q4
 3. Kt-QB3 B-Kt5
 4. P x P P x P
 5. Q-B3!

This set Portisch thinking! The exchange variation has had a reputation as a dull drawish line for many years; for instance, 5. B-Q3, Kt-QB3; 6. Kt-K2,

KKt-K2 followed by B-KB4, and there are no problems for Black.

The text move, which I had played in some blitz games against my friend Palle Ravn (Danish champion, 1957), is directed against the very manoeuvre KKt-K2 and B-KB4; after 5. Kt-K2;

6. B—Q3, QKt—B3; 7. Kt—K2 White's position is quite attractive.

Because of this game 5. Q—B3 became almost popular for a short while, but it disappeared again because of the reply 5. Q—K2 ch!, for instance 6. Kt—K2, Kt—QB3; 7. Q×QP, Kt—B3 with more than enough for the pawn.

During the game I thought of the possibility 5. Q—K2 ch and toyed with the idea 6. B—K3, B×Kt ch; 7. P×B, Q—R6; 8. K—Q2, which may look strange but is very good for White. However, a Yugoslav game Mestrovic—Marić, Kraljevo, 1967, seems to prove that 6. B—K3 is of dubious value because of 6. Kt—KB3; 7. B—Q3, P—B4! After this I tend to believe that 5. Q—K2 ch is Black's strongest move.

Immediately after the game O'Kelly stated that the easiest solution for Black was 5. B—K3, but I don't agree; after 6. B—Q3, Q—B3 White ought to play 7. B—KB4!

Also 5. P—QB4 has been recommended, but 6. P×P, P—Q5; 7. P—QR3, Q—R4; 8. R—Kt1 looks very good for White.

Portisch had enough to think about!

5. Kt—QB3
6. B—QKt5 Kt—K2
7. B—KB4 0—0

Konstantinopolsky, Bronstein's second during this tournament, later recommended 7. B—KB4. The idea must be 8. 0—0—0, Q—Q2 followed by 0—0—0. This is probably a satisfactory development for Black, but can 7. 0—0 be a

mistake? As Portisch's next move clearly demonstrates, he is now in a fighting mood and doesn't mind that the two Kings do not seek shelter on the same side.

8. 0—0—0 Kt—R4?

A premature attack, as far as I can see. But afterwards we are all so very wise. 8. B—KB4 has been recommended, but it is not obvious to me why Black should let White's P—KKt4, part of a broad advance on the King's side, gain a tempo, by attacking the Bishop. To me 8. B—K3 looks like the right move.

9. KKt—K2 P—QB3
10. B—Q3 P—QKt4
11. P—KR4!

The right prelude to the attack, because it very quickly creates a threat, gaining an important tempo.

11. Kt—B5
12. P—R5 P—B3

There it is. Why does not Black play 12. Q—R4 or 12. P—R4? Because of the threat 13. P—R6, P—Kt3; 14. B—B7!, Q×B; 15. Q—B6 and wins.

That Black does not like 12. P—KR3 is understandable: the advance of the white KKt pawn would create powerful threats.

13. P—KKt4 Q—R4?

Here Portisch probably overlooked an important defensive resource for White. Afterwards 13. P—R4 was recommended, but after, for instance, 14. Q—Kt3, P—R5; 15. P—Kt5, P—KB4; 16. B×Kt, QP×B; 17. P—R3 Black is faced

with almost the same problems as in the game.

14. B × Kt QP × B

After 14. KtP × B it would be difficult for Black to make use of the QKt file. And he would give up all hopes of a pawn storm.

15. P—R8! B × Kt

The resource mentioned earlier was a trap for the Queen: 15. B × RP; 16. P × B, Q × P ch; 17. K—Q2, P—Kt5; 18 R—R1, P × Kt ch; 19. Kt × P, Q—Kt5; 20. KR—QKt1!

But after this exchange White's advantage is clear. Black is very weak on the black squares, and White occupies the King's file first.

16. Kt × B Q—Q1

A sensible decision. After 16. P—Kt5; 17. P × P, Q × P; 18. KR—K1 Black has a wretched game. Now White might play 17. Kt × P, but Black gets good counter-chances: his very best reply is 17. Q—Q4!

17. KR—K1 P—R4?

It is easy for the commentators to write that Portisch ought to play 17. Kt—Q4. The ending after 18. Kt × Kt, Q × Kt; 19. Q × Q, P × Q; 20. P—KB3 is very unpleasant for Black in spite of the Bishops of opposite colours. The black Bishop is very passive, and White controls the only open file. In some variations the white King goes to QB3, threatening to march right into the black position. This must be prevented with P—QR4, but then this pawn becomes vulnerable.

18. Q—Kt3 R—R2

To 18. P—Kt5 19. B—Q6! was a nasty reply.

19. P—R6!

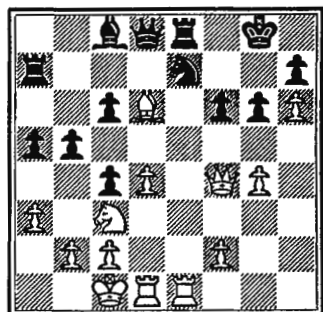
It is not necessary for White to open any lines on this side, the King's file being there to be used. But a further weakening of the black squares in Black's position is welcome.

19. P—Kt3

20. B—Q6 R—K1

Weakens KB3. But also after 20. R—KB2; 21. R—K2 Black is lost.

21. Q—B4!



White has a clearly won position. Would that have happened just as quickly with a theoretical line? (I have only played 5. Q—B3 in a tournament game on this one occasion: since then it is no longer a surprise weapon.)

21. K—B2

Or 21. Kt—Q4; 22. Kt × Kt, P × Kt; 23. Q × BP!, Q × Q; 24. R × R ch, K—B2; 25. R—B8 ch, K—K3; 26. R—K1 ch! or 28. R—KB2; 24. Q—R4!

22. B—K5 P—KB4

A draught is blowing through the black squares now! But 22. Kt—Kt1; 23. Kt—K4 and 22. Kt—Q4; 23. Kt × Kt, P × Kt; 24. B × P! are no better.

23. B—Kt8 R—Kt2

24. Q—K5!

The most elegant solution. But naturally 24. Kt—K4, Kt—Q4; 25. Kt—Q6 ch, K—B1; 26. Kt × R(Kt7) was also good enough.

24. R—KKt1

25. P—Kt5 P—Kt5

After 25. Kt—Q4; 26. Kt × Kt, P × Kt; 27. P—B4 Black is completely paralysed and White wins by doubling Rooks on the King's file. That was my plan, I believe, and it is very pretty. But 27. B—Q6! is a quicker method.

26. Q—B6 ch K—K1

27. Q × QBP ch K—B2

Or 27. Q—Q2; 28. R × Kt ch, K × R; 29. Q—B6 ch. Or 27. R—Q2; 28. Kt—Q5. Or 27. K—B1; 28. B—Q6, P × Kt; 29. R × Kt, R × R; 30. R—K1.

White has more than one winning continuation. Good

enough, for instance, is 28. Q × BP ch, K—B1; 29. R × Kt, R × R; 30. P × P. But I found something that looks more energetic.

28. Q—B6 ch K—K1

29. P—Q5

Another idea was 29. Kt—Q5, Q × Kt; 30. B—Q6, Q—B2; 31. B × Kt, R × B; 32. Q—B6 ch, K—Q1; 33. R × R, K × R; 34. Q—B7 ch, B—Q2; 35. R—K1 ch or 33. Q × R; 34. Q—Q5 ch. But Black may prolong the game with 31. Q × Q.

29. R—B1

After 29. P × Kt; 30. P—Q6 Black has no reasonable move.

30. Q—B6 ch Q—Q2

Or 30. K—B2; 31. Q × BP.

31. B—Q6 R—KB2

Or 31. Q × Q; 32. P × Q; R—R2; 33. Kt—Q5, R—KB2, 34. P—B7.

32. B × Kt P × Kt

Or 32. Q × Q; 33. B—B5 ch. Or 32. R × B; 33. R × R ch.

33. B—Kt4 ch Resigns

28

INTERZONAL, AMSTERDAM, 1964

White: David Bronstein

King's Indian

This was probably the most closely analysed game of the tournament. The primary reason for this was the number of interesting combinations in it,

but the game also had an important bearing on the final results of the tournament. It was played in Round 19, when the situation at the top was:

Spassky and Larsen 14 points, Bronstein, Smyslov and Tal 13½, Stein 12½, Ivkov 12, Portisch, Reshevsky and Darga 11. So it looked as if Larsen was qualifying, but he could hardly expect to remain in first place when he still had to meet the five Russians. This was the general attitude. Of course, the Russian masters used to win nearly all tournaments.

So my 'running the gauntlet' begins with this victory against Bronstein. Sensation!

Bronstein has written two interesting articles about this game. One in *Shakhmatnaya Moskva*, 1st August, 1964—with the title: 'Why I lost to Larsen' (because that was a question many had asked!)—and one in *Shakhmatny Bulletin*, July, 1968. From the latter article one can gain an insight into masters' methods of play by studying the time spent on each move.

- | | |
|----------|--------|
| 1. P—Q4 | Kt—KB3 |
| 2. P—QB4 | P—KKt3 |

A move full of fighting spirit and self-confidence. As a matter of fact, I believe that Bronstein knows more about the King's Indian than I do but—come on and fight!

- | | |
|-----------|-------|
| 3. Kt—QB3 | B—Kt2 |
| 4. P—K4 | P—Q3 |
| 5. B—K2 | 0—0 |
| 6. B—Kt5 | |

I remember a sensible comment by O'Kelly on this move. He wrote something to the effect that it was probably not a very clever choice, because this variation was extremely popular during those years when I made my international breakthrough and it was

to be expected that I knew it well. The variation became very fashionable after 1954, when Averbakh scored a brilliant victory with it against Panno in a match U.S.S.R.—Argentina.

However, it must be added that I had not played the King's Indian very often and this variation only once—against Szabo in the Dallas tournament, 1957.

- | | |
|----------|-------|
| 6. | P—B4 |
| 7. P—Q5 | P—K3 |
| 8. Kt—B3 | P—KR3 |

This was regarded as the most exact move in this position, and this is still the opinion of most masters and theoreticians. Where does the white Bishop go? In the game against Szabo there followed: 9. B—Q2, P×P; 10. KP×P, B—B4; 11. Kt—KR4, B—Q2; 12. 0—0, Kt—R3; 13. Kt—B3, R—K1; 14. B—Q3, B—Kt5; 15. P—KR3, B×Kt; 16. Q×B, Kt—Q2; 17. P—R3, Q—Kt3; 18. Q—Q1, Q×P; 19. R—Kt1, Q×P; 20. R—R1, Q—Kt7. Draw!

For some time 9. B—R4 was often played, but 9. P—KKt4; 10. B—Kt3, P×P; 11. BP×P, Kt—R4 is now considered fully satisfactory for Black.

Bronstein chose a third possibility.

- | | |
|-----------|------|
| 9. B—B4?! | P×P |
| 10. KP×P | |

Against 10. BP×P Black may play the sharp line 10. P—QKt4!; 11. B×KtP, Kt×KP. The same is possible with the white Bishop on K3, and Portisch won a fine game with it as Black against Donner at Lugano, 1968.

But now my problem was to

find out why people used to play B—Q2 instead of B—B4. What was wrong with the Bishop on B4? I found the answer very quickly. Bronstein's time chart shows that I spent six minutes on move 9—probably looking at 9. P—K4 for part of the time—and only one minute on move 10, so that my plan was ready when I played P × P.

10. R—K1!

I do not know if 9. B—B4 was home-work or a sudden over-the-board idea, but it cost Bronstein nineteen minutes, and now he spent thirteen minutes on move 11 and seventeen minutes on move 12. Is something wrong? Did he underrate 10. R—K1?

If White castles, Black plays 11. Kt—K5. The important difference between B—Q2 and B—B4 is that Black wins a tempo after 12. Kt × Kt, R × Kt. Probably White ought to castle anyway.

11. Kt—Q2? Kt—R4

12. B—Kt3

Nearly all annotators agree that 12. B—K3 is too risky because of 12. R × B; 13. P × R, Q—R5 ch; only Flohr calls the position after 14. K—B1, Kt—Kt6 ch; 15. P × Kt, Q × R ch; 16. K—B2, Q × Q fairly equal, which I cannot see. Black has a considerable advantage.

Both Bronstein and I spent some minutes on 12. B—K3, but that was due to the continuation 14. P—Kt3, Kt × P; 15. Kt—B3, Q—R6; 16. R—KKt1. However, the white position is very unpleasant. Black has more than enough for the exchange.

12. B—Kt5?!

It is obvious already that Black has no difficulties. An excellent continuation was, for instance, 12. Kt × B; 13. RP × Kt, Kt—Q2 with, probably, a slight advantage. More aggressive was 12. B × Kt; 13. P × B, B—Kt5; 14. P—B3, B—B4, also very good, but I did not wish to part with my strong King's Bishop.

If White now plays 13. P—B3 he will be in serious trouble on the black squares after 13. Kt × B; 14. P × Kt, B—B4. Of course Bronstein castles.

13. 0—0 Kt × B

14. RP × Kt B × B

For fifteen minutes I studied quiet lines like 14. B × Kt; 15. B × B, B—Kt2 and 15. B × Kt; 16. Q × B, Q—Kt4. A microscopic advantage for Black in both cases, but the danger of a draw is imminent. The text move shows that I have decided to go all out for a win.

15. Kt × B B × P!?

Many criticized this as foolhardiness. But nobody has proved that the move is wrong. Of course 15. Kt—Q2 was in order if Black wanted a quiet game, but then the variations with 14. B × Kt would probably have been better, because White kept his rather lame Bishop.

16. R—Kt1 B—Kt2

I quote Bronstein: 'The choice of a retreat square for the Bishop cost B. Larsen four minutes—to some degree this was due to the fact that, after my move 16. R—Kt1, I asked the Dane if he was

playing for a win and got the answer "Yes!"

17. R x P Kt—Q2

Black plans to imprison the white Rook. Will Bronstein cautiously withdraw it, or will he play for attack? No wonder the next move cost him 24 minutes.

After the game Bronstein said that at least he was glad that, in spite of the nervous tension, he had been able to decide in favour of an aggressive continuation. This I understand, but I must add that, in my opinion, Black would have a small advantage if the white Rook retreated. Against 18. R—Kt3 I intended 18. . . . Q—R4!, with quite an awkward position for White, as his pawns on QR2 and QB4 are vulnerable.

Therefore, if the Rook moves I consider 18. R—Kt5 to be best, which Black probably answers with 18. . . . Kt—K4, having a slight edge.

18. Kt—B4!? Kt—Kt3!?

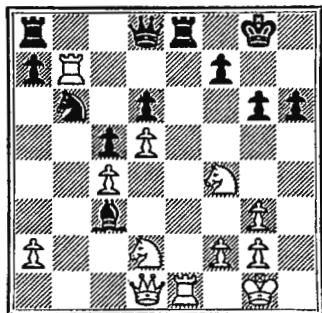
The Rook is trapped! Yes, but the Knight has moved far away from the King's side. I spent only four minutes on this move, which may seem reckless, but the decision was really made when I thought for a long time at move 14! Moves like 18. . . . Kt—K4 or 18. . . . R—K2 would now be felt as concessions, sad retreats.

White must defend the Rook against . . . Q—B1 and rejects 19. Q—Kt4 because of the reply 19. . . . Q—Kt4. So, as a matter of fact there is only one possibility.

19. R—K1! B—B6

19. . . . R x R ch?; 20. Q x R, B—B6? would be refuted by

21. Kt x Pl, B x Kt; 22. Kt—K7 ch. But what now? Black is after the QB pawn.



20. Kt—K4! B x R!?

Bronstein says that he spent much time on the problem 20. . . . B—Kt2. There is no better reply than 21. Kt—Q2, so the game might have ended here as a draw by repetition!

The text move he regarded as too daring, especially because I played it after only six minutes' reflection. On the other hand he points out, with some justice, that around here it was all much easier for me than for him, because what appeared to be the main line seemed to offer me a safe draw.

A third move might be considered, 20. . . . B—K4. But after 21. Kt x KtP, P x Kt; 22. Q—Kt4, R—K2; 23. Q x P ch, R—Kt2; 24. R x R ch, B x R; 25. Kt x QP White has three pawns for a piece and can hardly lose.

21. Kt—K6! B x P ch!

After twenty minutes' study of the secondary variations I stick to the 'safe' main line.

(a) 21. . . . Q—B1?; 22. Kt—B6 ch, K—R1; 23. R x BP,

(b) 21. . . . B—B6?; 22. Q—B3,

(c) 21. P x Kt?; 22. Q—Kt4, R—K2; 23. Q x KtP ch, K—B1; 24. Kt—B6!

These are variations that can be discarded quickly. More attractive may seem the idea 21. B—Kt5?; 22. Kt x Q, R x Kt (K5), but before you begin to study 23. Q—B3 look at 22. Q—B3!; it knocks the idea out.

I spent some time on 21. R x Kt; 22. P x R, but Black has no defence, e.g. 22. P—B4; 23. P—K7.

With the text move Black gives up a piece for one tempo, quite normal in such sharp positions. And Black has some material to give up!

22. K x B

Bronstein took eight minutes here and had less than half an hour left. Why did he not capture at once, when that was the variation he had planned in advance. 'The appetite grows while you play', he explains. He began to dream of victory.

22. Kt x B cannot be considered for after 22. P x Kt the attack is gone. But there are three King moves to look at. Several times Bronstein writes about the continuation 22. K—R1, B—Q5, but K—R1?? is a serious mistake because of 22. B x P!, for instance, 23. Kt x Q, R x Kt(K5) and wins.

But 22. K—R2!? was possible; after 22. B—Q5!; 23. Kt x Q, QR x Kt or 23. Q—B3, P—B4, however, Black gets good compensation for the Queen. The black Bishop is very strong, the white QB pawn is weak, and very soon it will be Black who has the attacking chances on the King's side.

Black gets still better chances after 22. K—B1, B—Q5! Here 22. Kt x BP? looks tempting, but it is bad because of 23. Q—B3!

If White was determined to take the black Queen one of the more reasonable continuations was 22. K—R2, B—Q5; 23. Kt x Q, QR x Kt; 24. Kt—Q2, Kt—Q2!; 25. R—Kt3, Kt—K4; 26. P—Kt4, K—Kt2, with an excellent game for Black.

22. P x Kt

23. Q—Kt4 R—KB1 ch

Strangely enough I took fourteen minutes for this natural move; I also had less than half an hour left now. But it was while Bronstein was waiting for this move that he saw that he had overlooked something! This made him nervous. After 24. K—Kt1, R—B3; 25. P x P his calculation had been 25. P—KR4; 26. P—K7, Q x P; 27. R x Q; P x Q; 28. Kt x R ch, K—B1; 29. R—QKt7, and 29. Kt x P; 30. R—Q7! and perpetual check with the Knight. But the possibility 25. Q—KB1: 26. P—K7, R—B8 ch; 27. K—R2, Q—B4 had not been included in his plans. Now he started looking at this, at the same time wondering what I might invent instead of the Rook check. Against 23. P—Kt4 he gives the continuation 24. Q—R5, R—KB1 ch; 25. K—Kt1, R—B3; 26. P x P, Q—KB1; 27. P—K7, R—B8 ch; 28. K—R2, Q—K1; 29. Q x Q ch, R x Q; 30. Kt x QP, but there is a clearer win with 29. Q x RP.

When I finally gave check, Bronstein required eleven minutes for his reply: he was losing confidence.

24. K—Kt1

It can seldom be good policy to let the King walk out into the open, but, of course, the possibility should be studied, especially by a player who is losing faith in his calculations. 24. K—K2, Q—K1; 25. Kt×QP, P×P ch; 26. Kt×Q, QR×Kt ch; 27. K—Q1! leaves Black with a choice between perpetual checks with the Rook on B8 and B7, and an attempt to win with 27. R—B8! But Black has something better: 24. K—K2?, R—B8; 25. P×P, Q—KB1; 26. P—K7, Q—Kt2!; 27. P—K8(Q) ch, R×Q; 28. R×Q ch, K×R with a considerable advantage. This variation is a clear refutation of 24. K—K2 or K—K1.

24. R—B3

25. Q—R8???

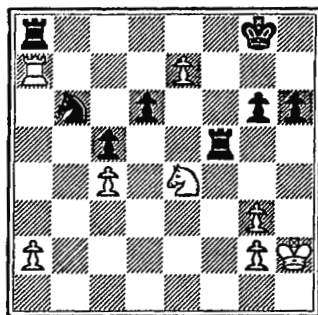
Panic! Bronstein had eighteen minutes left and spent only two of them on this move, abandoning his previous calculations.

To specify the time it took Bronstein to reach this decision as two minutes is not altogether correct. The decision matured while I thought fourteen minutes about 28. R—KB1 ch and Bronstein a further eleven about 24. K—Kt1. Now he is expecting 25. P—KR4 or 25. P—Kt4. The latter is quite unplayable: 25. P—Kt4??; 26. P×P, Q—KB1; 27. P—K7, R—B8 ch; 28. K—R2, Q—B4; 29. Q×P wins for White! But while I am discovering that I must play 25. P—KR4 White is going to look more closely at the position after the exchange of Queens: 25. P—KR4; 26. P×P, Q—KB1; 27. P—K7, R—B8 ch; 28. K—R2,

Q—B4; 29. Q×Q, R×Q. Fear of time pressure has played an important role in this 'practical' reasoning—but the time pressure was not yet all that bad.

Nerves, nerves, nerves. Suddenly Bronstein sees what he has overlooked. The exciting game was adjourned but that night Bronstein could not sleep. Past midnight he wakes up Konstantinopolsky, his second: 'Rook takes pawn!'

Excitedly he shows his sleepy friend this variation: 25. P×P, Q—KB1; 26. P—K7, R—B8 ch; 27. K—R2, Q—B4; 28. Q×Q, R×Q; 29. R×QRP!!



The point is 29. R—K4?; 30. Kt—B6 ch! with advantage to White: for instance, 30. K—Kt2; 31. P—K8(Q) ch, R×R; 32. Q—QKt8. What can Black play?

The most sensible course is 29. R—Kt1; 30. R—Kt7, R—R1; 31. R—R7 or 31. R×Kt, R—K4; 32. Kt—B6 ch, K—B2; 33. P—K8(Q) ch, QR×Q; 34. Kt×R, R×Kt; 35. R×QP, R—K5, drawing.

A very nice variation. Bronstein relates that after this discovery he quietly went to sleep. The move 18. Kt—B4 had been

correct, his judgement of the position had not failed him!

The next day Bronstein showed the variation in the press bureau of the tournament. Great enthusiasm! Donner had published the game in his newspaper with a ? at 22. K x B. Now he annotated the game once more, for the same newspaper, but this time with a ! at White's 22nd move.

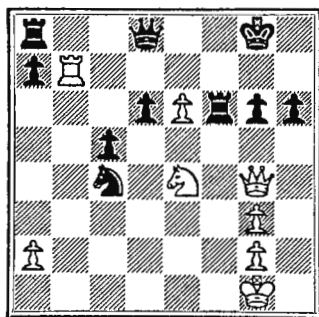
I had not seen 29. R x QRP! either during the game. The move is easy to overlook: the Rook attacks a black Rook which has done nothing at all so far. Who sees this idea? And who can see that there is no 'safe' square on the 8th rank?

The reason why I had not analysed this endgame 'with a rook extra' very deeply was due to the fact that I was not sure that I would go into it! There is another possibility after 25. P x P, as also after 29. R x QRP! This other move must be regarded as the strongest. Bronstein does not mention it at all in his articles, but I remember that we did discuss it. Has it escaped his memory? As a matter of fact I like this psychological theory because this move may have been part of the reason for his playing 25. Q-R3?

The move is: 25. P x P, Kt x BP!!

(See diagram in next column)

After 26. P-K7, R-B8 ch; 27. K x R, Kt-K6 ch; 28. K-K2, Kt x Q; 29. P x Q(Q) ch, R x Q Black ought to win the ending with his connected passed pawns. When the black Knight protects KB3 there is no perpetual check. After 27. K-R2,



Position after 25. Kt x BP!!

Q-K1; 28. Q-K2!, R-B4!; 29. P-Kt4, Q-B2! (29. R-K4?; 30. Q x Kt ch, P-Q4; 31. Q x BP wins for White); 30. P x R, R-K1 material is equal again—but Black has the advantage!, e.g. 31. P-B6, P-Q4 or 31. P x P, Q-K3; suddenly the white King is just as exposed as the black one, in many variations the black Knight goes to KKt5, and Black has those connected passed pawns as a good trump-card. The position is still very complicated, but according to my analysis the winning chances are on Black's side.

I remember agreeing that White ought to draw the Queen's ending after 26. Q-R4, P-Kt4; 27. Kt x R ch, Q x Kt; 28. Q x Kt, R-K1; 29. P-K7 ch, K-Kt2; 30. R x P or 29. Q-K4, R-K2. Now I am not so sure about it, but just after you have won a game like this you are mild and friendly, and it is with pleasure that you agree with everything suggested by your opponent and others.

But is it not possible that this variation, with the important Knight check on K6, induced

Bronstein to 'save' his Queen before playing $P \times P$?

I like this theory, but Bronstein does not mention it. In spite of all that he has written about this game we still do not know the whole explanation. Perhaps, part of it goes back to 1951, part of it to 1958. So Bronstein writes. In 1951 he had the lead in his title match against Botvinnik until the 23rd game. In 1958, in the Interzonal at Portoroz, he lost to Cardoso from the Philippines in the last round and did not qualify for the Candidates' tournament. Somewhere in his nervous system little scars from these defeats still remain.

What would I have played if White had played 25. $P \times P$? I do not know. I had the drawing line 25. $P-KR4$ as an emergency exit, and I still had twenty-seven minutes on my clock. So, if I had seen 29. $R \times QRP$! it would either have been 25. $P-KR4$ or 25. $Kt \times BP$.

After 25. $Q-R3$ I quickly found a clear win, and during that short time my opponent saw the impending disaster.

25. $Q-KB1$!

26. $Kt-Kt5$

After 26. $Kt \times R$ ch, $Q \times Kt$; 27. $Q \times RP$ White gets no time to set up a perpetual check on R7 and R6, for there follows 27. $Q-Q5$ ch; 28. $K-R2$, $Q-R1$! It is said that long diagonal moves backwards are easily overlooked. But this example is not very good, for it is also said that the rule does not apply to the long central diagonals.

Against 26. $P \times P$ Black had the simple 26. $R-B8$ ch; 27. $K-R2$, $R-K1$. But after the text move the fight is over. Black chooses the simplest continuation.

26. $R-B8$ ch!

27. $K-R2$ $R-B4$

28. $Kt \times P$ $R-R4$

29. $Q \times R$ $P \times Q$

30. $Kt \times Q$ $R \times Kt$

Resigns

This game knocked Bronstein out of the Candidates' tournament. True, he still had a chance to qualify, but during the last four rounds he played nervously and without confidence.

And in the Belgrade tournament a few months later he lost to me again. Some games yield more than one point!

29

INTERZONAL, AMSTERDAM, 1964

Black: B. Spassky

Bird's Opening

1. P—KB4

In Round 20 I drew with Tal in an interesting game, after I was 100 per cent. sure to qualify for the Candidates' tournament. In Round 21 a reaction set in and I played badly against Stein and lost. Now—in Round 22—Smyslov and Spassky have scored 16 points, Tal, Stein and myself 15½, Bronstein 15. Because only three Russians could qualify there was surely more nervous pressure on my five rivals than on me. On the other hand, you easily relax when you are safe, and probably that was what had cost me the game against Stein.

To avoid a similar experience today I resolved to make this game something special! It begins with the first move. Throughout the tournament I played 1. P—K4—Bishop's Opening, Vienna, Exchange Variation of the Caro-Kann, strange variations against the Sicilian. The results have been brilliant, but these variations no longer surprise anybody. In this last game with the white pieces I played Bird's Opening, of which most masters have no high opinion, but I chose it for the very reason that they do not play it and do not know it. I know it quite well, have many original ideas. Now I challenge Spassky with it; let us see what ideas he has to show.

1. P—Q4

2. Kt—KB3 Kt—KB3

3. P—K3 P—KKt3

4. P—QKt4!?

Nothing special, according to most experts. Some grandmasters have even criticized it on the ground that in this opening White must concentrate his play on the King's side. Nonsense! The Bird is not as one-sided as that.

After 1. P—KB4 I find it natural to fianchetto the Queen's Bishop. However, 4. P—QKt3 allows Black to play P—QB4, Kt—B3 and P—Q5. Many years ago these thoughts gave me the idea of P—QKt4. The drawback of the move is that it may turn out to be a weakening of the Queen's side. But I have had quite good results with it, and it no longer causes me anxiety!

4. B—Kt2

5. B—Kt2 0—0

6. B—K2 B—Kt5

A sound idea. Black is ready to give up the two Bishops to effect P—K4. One possibility is for White to postpone castling and play, for instance, 7. P—QR4, but by correct play this line probably transposes into the game continuation.

Afterwards Spassky suggested 6. P—QR4; 7. P—Kt5, P—R5, calling it an interesting possibility, which I cannot under-

stand. But annotators are inclined to criticize almost all the loser's moves!

7. 0—0 P—B3
8. P—QR4 QKt—Q2
9. Kt—R3 B×Kt

Against 9. R—K1 White would at once play 10. Kt—K5.

10. B×B R—K1
11. P—Q4

Black's P—K4 was a strong threat. The text move is necessary, but it weakens K4 and, in my opinion, Black ought to try to take advantage of this with 11. Kt—Kt3. After 12. P—B3, Kt—B1; 13. P—B4, Kt—Q3 the chances are about even. Black establishes a Knight on K5. White is pleased by his prospects on the Queen's side.

After his next move Black has no compensation for White's advantage in space on the Queen's side. Contrary to the annotations I have seen, I therefore consider this move an error.

11. Kt—K5?
12. B×Kt P×B
13. Kt—B4

In the tournament bulletin Polugayevsky recommended 13. P—B4, but I do not agree, the white Knight would then be immobilized. By the way, an interesting reply was 13. P—QB4!

13. Kt—Kt3
14. Kt—R5 Kt—Q4
15. Q—K1

Why not to Q—Q2 to avoid worrying about 15. Q—Q3; 16. P—B4, Q×KtP? But this gives White a tremendous game on the Queen's side after 17. P×

Kt, Q×B; 18. R—B2, Q—Kt3; 19. P×P, P×P; 20. R—Kt1, Q—R3; 21. R—B2. So the point is that on K1 the Queen is protected. After 15. Q—Q2, Q—Q3 White may, of course, play 16. B—R8, but then Black secures Q4 for his Knight with 16. P—QKt4.

15. Q—Q2
16. P—B4 Kt—B3
17. P—Kt5

Energetic. 17. Kt—Kt3 was an alternative, but the text makes sure that Black does not get Q4 for his Knight with P—QKt4.

17. Q—B2
18. R—Kt1!

In the tournament bulletin Polugayevsky commented that 18. P—R3 was probably better, which was then copied everywhere; but it is not correct, see next note.

18. Kt—Kt5

In *Chess Review* Kmoch recommended 18. P×P; 19. RP×P, P—Kt3; 20. Kt—B6, P—QR3 followed by P×P and Kt—Q4. The idea is good, but not feasible, as the continuation will be 21. P—Q5!, P×P; 22. B—K5 and 23. R×P with a clear advantage for White. But this is how Black would have conquered the square Q4 if White had played 18. P—R3?!

19. P×P P—Kt3

After 19. P×P; 20. B—B3 White's position is a little better.

20. Q—K2 P—B4!?

Not a mistake, but it gives

White the opportunity to play a promising pawn sacrifice. After 20. Kt—B3 White might have played an interesting piece sacrifice: 21. P—Q5!?, P × Kt; 22. B—K5, Q—Q1; 23. R—Kt7. If Black wants to avoid these alternatives, he must play 20. Kt—R3 or 20. P—R4. Then White plays 21. Kt—Kt3, Q × QBP; 22. P—R5 to saddle Black with an isolated pawn, and if this is prevented with 22. Q—R5 White plays 23. Kt—Q2, Q × RP; 24. Kt × P, happy with his centre pawns.

21. Kt—Kt3 Q × QBP
22. P—Q5!?

Offers very good chances. But probably no one is able to prove that it is really better than 21. R—R1, P—K3; 23. P—R5.

22. Q × RP
23. B × B .. K × B
24. Kt—Q4 KR—QB1
25. P—R3 Kt—B3
26. KR—B1 Q—Q2
27. P—Kt4!

Against 27. P × P White plays, of course, 28. Kt—K6 ch.

White has a strong initiative for his pawn. Black must prepare for a difficult defence, but this does not mean that his position is lost, and to begin with Spassky manoeuvres very well.

27. K—B2
28. P—Kt5 Kt—K1
29. Q—QR2

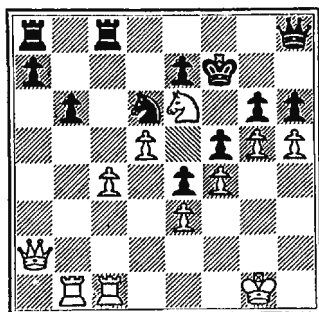
A tricky move, but it is difficult to say if it is also the best. A serious alternative was 29. P—R4 to answer 29. Kt—Kt2 with 30. Q—QR2, and 30. P—K3 is not very good because of 31. P—R5, P × QP; 32. P × KtP

ch, P × KtP; 33. P × P followed by R—B6 or Kt—B6 with a very fine position. If Black does not play P—K3 the Knight on Kt2 is rather passive, and White may quietly begin to establish threats against the black Queen's side pawns.

After 29. P—R4, Kt—Q3 30. P—R5 can be played at once with very good chances. Maybe the most unclear variation is 29. P—R4, P—KR4!?, 30. P × P e.p., Kt—B3; 31. K—R1, Kt—Kt5; 32. R—Kt1, but in any case White gets very good attacking possibilities after, for instance, 32. R—R1; 33. Kt—B6 or 32. Kt × RP; 33. R—Kt5.

After Black's next move I need not worry about P—K3, but the threat against my QB pawn is worrying in some variations. I underestimated Black's 32nd move.

29. Kt—Q3
30. P—R4 Q—K1
31. Kt—K6 Q—R1
32. P—R5 P—KR3!



Excellent defence. If Black waits, White prepares to penetrate via the KR file. 32. P × P; 33. Q—K2, K—Kt8;

34. K—B2! clears the way for the white Rooks.

I spent much time here rejecting the planned 33. P × KtP ch, K × P; 34. K—B2 because of 34. P × P; 35. R—R1, Q—B6. Unplayable is 34. R—Kt2?, Kt × P!; 35. R—KR2, Kt × P!; 36. R × R, R × R; 37. R × P ch, Q × R; 38. P × Q, R—B8 ch; 39. K—B2, R—B7 ch.

Another possibility was 33. P—B5, P × P; 34. R—Kt2, with very good prospects, but Black would probably be ready to give up the exchange with 33. R × P!

As a matter of fact only one move remains.

33. R—Kt2! P × RP

With the King on B2 Black cannot play 33. Kt × P?; 34. R × Kt, R × R; 35. Q × R, Q × R; 36. P—Q6!! with decisive threats.

34. R—KR2 P × P

35. Kt × P ch K—K1

36. P—B5!

Of course 36. Q—R4 ch was bad because of 36. P—Kt4. So everybody gives the text move a !, as I have done myself. But studying more deeply I find it impossible to prove that it is better than 36. R—KKt2!; for P—B5 might come later. We were both a little short of time, especially Spassky. For him I think it was the only occasion during the entire tournament!

36. R × P

37. R × R P × R

38. Q—R4 ch K—B1

39. R—KKt2 R—K1?

Several moves are better, for instance, 39. P—R4!?

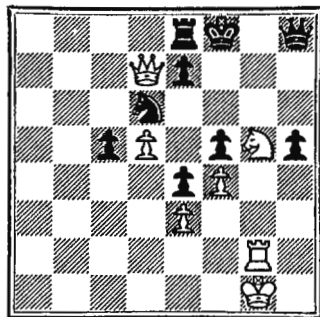
40. Q—Q7 Q—R3

That Spassky would not allow Q—K6 is understandable. Later it was claimed that 40. R—Kt1 would have forced a draw at once, but how clear that is after 41. Q × RP I do not know. We are going to look at a similar position a little later.

41. Q × RP Q—R1

Q—R1 must be prevented, but it might have been a good idea for Spassky to wait a minute or two. Then this would have been the sealed move!

42. Q—Q7



End of the session; Spassky's next move goes into the envelope. He spent a long time on it. I was convinced that he would play Q—R3, one of the reasons being that he had played it two moves earlier. Indeed, to play another move would admit that his 40th move had been wrong!

Immediately after the game Polugayevsky, who was in Amsterdam as Smyslov's second, claimed that 42. R—Kt1 was a safe draw. His analysis contained these variations:

(a) 43. Kt—K6 ch, K—B2; 44. R—Kt7 ch, Q × R; 45. Kt × Q,

R—Kt1!, when maybe Black starts playing for a win.

(b) 43. Q—K6, K—K1!; 44. Kt × P, R—Kt8 ch; 45. K—R2, P × Kt; 46. R—Kt8 ch, Q × R; 47. Q × Q ch, K—Q2; 48. Q—K6 ch, K—Q1, and White cannot win; the answer to 49. P—B5 is R—KB8. And finally:

(c) 43. K—R2, R—Kt7; 44. Q—Q8 ch, Kt—K1. But in this variation, I believe White has certain winning chances with 45. P—Q6, R × R ch; 46. K × R, P × P; 47. Q—Q7, Q—Kt2; 48. Q × BP ch. Not without reason attacks with Queen and Knight are seen very often in composed endgame studies: there are many tactical possibilities. In the present case I shall not try to prove a win for White, but Black's defensive task is certainly difficult.

When the game was resumed I did not really believe that I could win if Spassky had played Q—R3. He had.

42. Q—R3

43. Kt—K6 ch K—B2

44. Kt—Kt5 ch

44. Kt—Q8 ch, R × Kt! is fine for Black, but not 44. Kt—Q8 ch, K—B1?; 45. Kt—Kt7!, Kt × Kt; 46. Q × BP ch, Q—B3; 47. Q—R7!

Against 44. Kt × BP Black plays Q—B3.

44. K—B1

45. K—R2 P—R5?

A surprise! According to my analysis this pawn should stay on R4. What had Spassky and Bondarevsky seen against 45. P—B5?

I do not know. 46. K—R3, P—B6; 47. Kt—K6 ch, K—B2;

48. Kt—Q4 is met by 48.

R—KKt1!, but not 48. Q—B3?; 49. Kt—B6! But against 46. Kt—K6 ch, K—B2; 47. Kt—Q4 the reply Q—B3 is good enough, in view of the check on R5.

But is the move a mistake? In one line, the game continuation, it makes Black's defence more difficult, but if he is able to hold his own anyway there is no reason to call the move a mistake: too bad, as I used to point to this move as an example of the uselessness of having a second!

46. Kt—K6 ch K—B2

47. Kt—Kt5 ch K—B1

48. K—R3 P—B5

49. Kt—K6 ch K—B2

50. Kt—Kt5 ch

Also here the answer to Kt—Q4 is R—KKt1, but not Q—B3 because of Kt—B6.

By the way, there was probably no reason for all these Knight checks. I was surprised by 45. P—R5 and wanted to get the game 'to the workshop' again. I was tired, but Spassky, who had been on the defence for hours, was probably more tired. The way in which the game continues is an indication of this.

50. K—B1

50. R—Kt1!

A pure waiting move, to lure the black pawn to the sixth rank! Winning or not, a fine idea, and harsher methods lead to nothing. Black's next move is necessary, as 51. R—B1 is bad because of 52. Kt—K6 ch, K—B2; 58. R—Kt7 ch, Q × R; 54. Kt × Q, K × Kt; 55. Q × KP ch, Kt—B2; 56. Q—Q7, R—B4;

57. Q × P, P—B6; 58. Q × P
(58. P—B7?; 59. Q—Q4 ch).

51. P—B6

52. Q—K6!

As far as I know, Spassky and Bondarevsky had not looked at this during their analysis. With the advantage of two pawns, the exchange of Queens is normally not to be feared.

Black has to take. 52. Q—R1? allows mate in two (53. Q—B7 ch!) and 52. Q—Kt2? is beautifully refuted by 53. Q—K5!; after 53. Q × Q; 54. P × Q Black cannot save his Knight because of mating threats.

52. Q × Q

53. P × Q K—Kt2

Obviously necessary to avoid mate.

54. Kt × KP ch K—R3

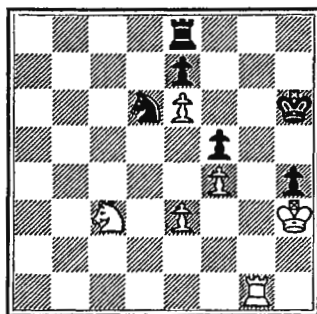
54. K—B1? is suicide because of 55. Kt—B5!

Analysis by many masters after the game lead to the conclusion that 54. K—R2 was better, but this seems to be wrong. The reason given was the variation 55. Kt × P, Kt—B5; 56. Kt—Q5, R—Q1; 57. Kt × P, Kt × P, with the King on R3 this is impossible because of 58. Kt—Kt8 ch. But even with the King on R2 White keeps winning chances, for instance 58. K × P, R—K1; 59. Kt—Kt6, K—Kt2; 60. Kt—K5 ch, Kt—Kt5?? 61. K—Kt5! or 60. K—B1; 61. R—Kt6.

In fact I was thinking about another continuation: 54. K—R2; 55. Kt × P, Kt—B5; 56. Kt—Q5, R—Q1; 57. P—K4?!; after 57. P × P?; 58. Kt × P

White probably wins. But 57. R—Q3! draws.

55. Kt × P



The game has taken an unexpected turn, material is suddenly even, and Spassky is in time pressure again.

55. Kt—K5???

Even so, this is an amazing misjudgement. After six hours of difficult defence Spassky loses his nerve.

But the position contains many surprising combinations, and subsequent analysis gave the win to White all the time. As mentioned already 55. Kt—B5? is no good because of 56. Kt—Q5, R—Q1; 57. Kt × P, Kt × P; 58. Kt—Kt8 ch. O'Kelly gave this nice variation: 55. R—QKt1; 56. Kt—Q5, R—Kt6; 57. K × P, R—Q6; 58. Kt × P, R × P; 59. Kt—Kt8 ch, K—R2; 60. Kt—B6 ch, K—R3; 61. P—K7!, R—K3; 62. R—Q1 and wins.

For years I have believed that this position was a win. Then I look at it and ask myself why Black does not play 55. R—Q1!!, to answer 56. Kt—Q5 with Kt—B1 and 56. R—Q1

with 56. K—Kt2; 57. R—Q5, R—QB1!

55. R—Q1!! draws! That is how close Spassky came to an undivided first prize.

56. Kt × Kt P × Kt

57. K × P R—QR1

Or, for instance, 57. R—KB1; 58. R—Kt5, R—B3; 59. P—B5 followed by K—Kt4.

58. P—B5 R—R7

59. R—Kt8 R—KB7

60. R—KB8 Resigns

☆ IX ☆

DIFFICULT CHOICE

As I have mentioned several times, I have found it difficult to select fifty games. It is not by chance that the title of this book makes no reference to 'best games'—for where do you find two chess players who agree which games are best? Which do you rate highest, courage or foresight? Imagination or precision? Poetry or prose? Music or mathematics?

This book covers twenty years, and some readers may find it surprising that more than half the games come from the four years 1964–7. I do not know if I played such a large proportion of my 'best' games during this period, but I do claim that I played many of my best tournaments! As a matter of fact I have been strongly tempted to include games from my worst tournaments but, with a few exceptions, I have resisted this temptation. When you have played a tournament you are dissatisfied with, you may be inclined to be especially happy about a single good game so that later it is difficult to look at it objectively.

Again, I very much wanted to give more games from the years before 1956. It would be easy to justify their inclusion because readers would probably be interested to see the development of my style of play, but it would in fact be misleading. I mean, it would veil the simple fact that playing strength is less a question of the quality of the best games than of their frequency. A talented youngster may play 'like a grandmaster' once or twice a year, a strong grandmaster may do so in thirty games or more.

When I look at the best games from my early days I am usually very impressed. From where did this young, inexperienced player get this strength? The answer, of course, is that he did not have it at all. In most games his play was uncertain and he made many serious errors, but now and then he succeeded in playing a good game. Games Nos. 1–4 are excellent and playing them today I would not feel ashamed. But only few of my games from those years are of that standard, and it must be admitted that my opponents did not belong to the world élite.

When I began to plan this book I first compiled a list of more than

a hundred games, not using books or tournament bulletins or anything to help my memory. Later about twenty more were added, while two or three were struck out as they were not as good as my memory had pictured them. This left me with over 120 games of which I had to leave out more than half—and that was not easy. Previously I had decided to exclude lost games, because a complete piece of art is more beautiful than a torso. All chess masters have on occasion played a magnificent game and then lost it by a stupid mistake, perhaps in time pressure and it may perhaps seem unjust that all their beautiful ideas get no other recognition than a zero on the tournament table. It is human to show such a game and explain how ingeniously you played—but you ruined it yourself, too.

Drawn games are rather different. A draw may be the beautiful and logical result of fine attacks and parries; and the public ought to appreciate such games, in contrast, of course, to the fear-and-laziness draws. For example there is my game against Spassky in Moscow, 1959—not much more than twenty moves, but all sharp and logical. On the other hand there were so many attractive wins. So the draws were struck off my list.

This book is not intended to be a manual, and no game has been selected because of its instructive value. Nevertheless, I hope that readers will find some of my annotations helpful. I have considered it a plus if a game develops clearly and logically, because one part of the beauty of the game has something to do with clarity and logic. While my notes do not hide the fact that chess is a difficult game, it is only right to point to this logic when it occurs.

I have included a few games that obviously are not amongst my best, that is, if you look at the game as a whole. An example of this is No. 21, which is included only because of the final phase.

With one exception and a half—No. 6 was the whole one, the half comes later as No. 44—I have kept my hands off the 'decisive, nerve-breaking last-round game'. The standard of this type of game is usually low and the same seems to be true of, at least short, matches. This is one reason why I have not included any of my games from the Candidates' tournaments. Of course, another reason is that these games have been published in chess magazines all over the world and are therefore well known. But I do not think that my dissatisfaction with the manner in which the World Chess Federation organizes these Candidate matches has influenced my decision against including them. Indeed, I nearly chose a game from my match with Geller but decided not to, because several of my other games against him had already been selected for this book.

We continue chronologically. One month after the Interzonal I played in Amsterdam again—the IBM tournament. The concentra-

tion of the Interzonal had gone and I was probably tired. I was in danger of losing most of my games but did not, in fact, lose any and won the tournament. I needed a rest but had promised to participate in the 'Copenhagen Open Championship'. Under the Swiss tournament system strange things can sometimes happen, but my sixth place corresponded very well to my bad, unconcentrated play. Hvenekilde, who is not well known internationally, won; Olafsson came third!

In October I did not play too well in the Belgrade tournament, for which a throat infection was partly responsible. In the circumstances to tie for fifth place was not disastrous. Things went even worse for me when I next visited Yugoslavia, for the Zagreb tournament in April 1965: Ivkov and Uhlmann $13\frac{1}{2}$, Petrosyan $12\frac{1}{2}$, Portisch and Parma 12. Bronstein $11\frac{1}{2}$, Larsen $10\frac{1}{2}$, etc. I lost against the first five—and against Bisguier in nineteen moves! To some extent I regarded this tournament as part of my training before the Candidates' tournament, but one of the subjects during training ought to be: the art of not losing your head. . . .

However, my game against Matanović is included because of the final combination (No. 30).

As the result of this tournament Ivkov was, naturally, expected to win the match against me, but in Bled two months later I won it $5\frac{1}{2}$ – $2\frac{1}{2}$ without playing very well. Afterwards came my exciting match against Tal, to the surprise of most experts a very even struggle, but in the decisive last game the ex-world champion from Riga won with a promising Knight sacrifice, which was still being analysed in Soviet chess magazines three years later. . . .

In March, 1966, I won the match for third place by beating Geller 5–4. This match, played in Copenhagen, was the first a Soviet grandmaster lost to a foreigner! It meant that I did not have to play in the next Zonal tournament.

In October, 1965, my club, the Copenhagen Chess Club, the oldest in Scandinavia, celebrated its centenary with a tournament. The entry was quite strong, but my own play was most uneven. After a very bad start I set out to catch the leaders at sprint speed, but by the end was still half a point behind: Taimanov, Suetin and Gligorić got 11 points (out of 15), Larsen $10\frac{1}{2}$, Hort 10, etc. But although I had to be satisfied with fourth place I played several good games; Nos. 31–33 are three of them.

30

ZAGREB, 1965

Black: A. Matanović

Catalan

- | | |
|-----------|--------|
| 1. P—QB4 | Kt—KB3 |
| 2. P—KKt3 | P—K3 |
| 3. B—Kt2 | P—Q4 |
| 4. Kt—KB3 | B—K2 |
| 5. 0—0 | 0—0 |
| 6. P—Q4 | QKt—Q2 |
| 7. QKt—Q2 | P—B3 |

Black applies a very solid defensive system. If White plays P—K4 soon, for instance, 8. Q—B2, P—QKt3; 9. P—K4, Black does not play P×KP, but 9. B—Kt2 followed by R—B1, preparing P—B4.

But why does Black not save a move with 7. P—QKt3? Probably he does not want to be disturbed by 7. P—QKt3; 8. Q—R4, B—Kt2; 9. Kt—K5. It is not certain that this line gives White an advantage, but it is quite understandable that Black avoids it.

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|----------|--------|
| 8. P—Kt3 | P—QKt3 |
| 9. B—Kt2 | B—Kt2 |
| 10. R—B1 | R—B1 |

Now the problem for both players is where to post the Queen. For instance, White may play 11. R—B2 followed by either Q—B1 and R—Q1 or Q—R1 and KR—B1. He may also play 11. Q—B2 and later, after Black's P—B4, Q—Kt1. Finally there is the possibility of procuring the square K2 for her majesty, which I choose in this game. It is nearly impossible to tell which is best. But at the beginning White can hardly ex-

pect to get any attack against Black's solid King's position, and therefore it does not seem logical to me to play the Queen to R1 or Kt1.

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|----------|-----|
| 11. P—K3 | P×P |
|----------|-----|

Also 11. P—B4 is playable, but then after 12. P×QP Black must worry about the right recapture, with Bishop or Knight? The text move looks like the simplest solution. 12. P×P, P—B4 is fully satisfactory for Black, the white centre pawns do not possess the power for a real breakthrough.

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|-----------|---------|
| 12. Kt×P | P—B4 |
| 13. Q—K2 | P×P |
| 14. Kt×QP | B×B |
| 15. K×B | Kt—B4 |
| 16. KR—Q1 | Q—Q4 ch |
| 17. P—B3 | KR—Q1 |

Black's play is very exact, White cannot play 18. Kt—Kt5 because of 18. Kt—Q6!

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|-----------|-------|
| 18. P—K4 | Q—Kt2 |
| 19. Kt—K5 | B—B1 |
| 20. R—B2 | R—K1 |

A mistake would be 20. Kt(B3)—Q2? because of 21. Kt(Q4)—B6!, R—K1; 22. P—QKt4!, Kt×Kt; 23. Kt×Kt and penetration on Q7. Now 21. Kt(Q4)—B6 would just beat the air; a good answer would be 21. Kt(B4)—Q2.

21. KR—QB1 KKt—Q2

22. Kt—Kt4

An attempt to combine play on the QB file with threats against Black's, admittedly, very solid King's side. The Knight is posted rather oddly on Kt4, but may quickly return to the events in the centre and on the Queen's side (via K3—QB4). And as White cannot expect to win with his minor threats on the Queen's side, the move may be regarded as justified. After 22. Kt x Kt it would not have been out of place to offer a draw!

22. . . . Kt—R3

23. P—QR3

23. R—B4 also deserved consideration, and in a note in the tournament book I labelled it as being 'maybe stronger'. Probably I was not satisfied with the position I obtained with the text move. But 23. R—B4 is not stronger: Black simply replies 23. . . . R×R; 24. Q×R, Kt (R3)—B4! with the idea 25. P—QKt4, P—KR4!; 26. P×Kt, P×P or 26. Kt—K3?, Kt×P!; 27. P×Kt, Q×P ch; 28. K—B2, Kt—K4! or 26. Kt—B2, Kt—K4; 27. Q—Kt5, Kt(B4)—Q2. Here Black is all right. But a mistake would be 24. . . . P—R4; 25. Kt—K3, Kt—K4? because of 26. Q—Kt5!

23. $K_t(R3) - K_{t1}$

24. R—B₄ P—QR₃

25. Q—QB2 $R \times R$

26. $Q \times R$ $P-QKt4$

White has conquered the Bishop file, absolutely praiseworthy. The logical continuation of this strategy would be to break through to the seventh

rank, but after 27. Q—B7, Q × Q; 28. R × Q, B—Q3 Black holds his own. So White begins to wonder: ought the Knight on Kt4 to remain alone in its threatening attitude towards the black King?

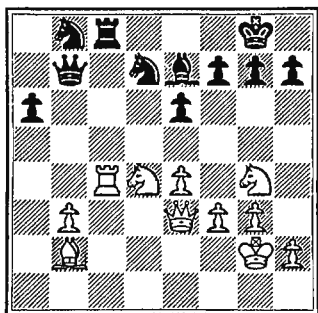
27. Q—B3 P—Kt5

28. $P \times P$ $B \times P$

29. Q—K3 B—K2

Very good, White's Q—Kt5 might become unpleasant.

30. R—B4 R—QB1??



A grave mistake—one that is seen time and again. A player defends very well for a long time and then suddenly collapses. After more than four hours' hard work Matanović's concentration relaxes for a moment. He is tired and hasn't too much time left. White's last move caused some concern, because after Q—B3 he will have his Queen both on the long diagonal and behind the Rook on the open file, with certain threats. So let us exchange Rooks while the opportunity is there! It is an understandable reaction, but one must be careful. Maybe the Yugoslav grandmaster foresaw my next move, but not the one after that!

The most solid defence was
30. Kt—KB3, but even
30. P—KR4 was possible:
it would not be a serious weakness.

White has not obtained any positional advantage—but Black has had a more difficult job.

31. Kt × P R × R?
He could only play on with
31. P—B3, pawn down and a miserable position. Of course the answer to P × Kt will be
32. Q—B3.

32. Kt—R6 ch! Resigns

31

COPENHAGEN, 1965

White: Jorgen Nielsen

King's Indian

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|-----------|--------|
| 1. P—QB4 | P—KKt3 |
| 2. Kt—QB3 | B—Kt2 |
| 3. P—Q4 | P—Q3 |
| 4. P—K4 | Kt—Q2 |
| 5. B—K3 | KKt—B3 |

By a transposition of moves we land in a King's Indian, and after White's next move into the Sämisch Variation, where QKt—Q2 followed by P—B4 never has been Black's most popular system of development; but it is considered playable.

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|-----------|------|
| 6. P—B3 | 0—0 |
| 7. Q—Q2 | P—B4 |
| 8. KKt—K2 | Q—R4 |

In a famous game Bobotsov-Tal, Varna 1958, there followed 8. P—QR3; 9. 0—0—0, Q—R4; 10. K—Kt1, P—QKt4; 11. Kt—Q5, Kt × Kt!? This Queen sacrifice was then a sensation; to begin with Black only gets two minor pieces and a pawn as compensation, but the white position is rather uncomfortable. Probably this was one of the reasons that many masters began to play a quieter set-up, castling K side. An example is Petrosyan-Uhlmann, Lugano 1968: 7. B—

Q3, P—B4; 8. KKt—K2, P—QR3; 9. 0—0, where Black a little later played P × P and Kt—K4. After that the position looks like a Sicilian, but is a variation good for White.

9. Kt—Q5 Kt × Kt!?

A sacrifice similar to Tal's in the game mentioned. This was not at all necessary. The exchange of Queens and Knights followed by P—Kt3 would give Black an excellent position. 9 Kt—Q5 cannot be regarded as a very energetic move by White.

White accepts the sacrifice. He could also recapture the Knight with one of the pawns, leaving Black the choice between three possibilities, all satisfactory: exchange of Queens, retreat or else the interesting 10. P—Kt3!?

I have been asked if I would have made the same sacrifice against a stronger opponent. (Jorgen Nielsen came last in the tournament. He had little experience against strong masters, and his participation was due to his having won the championship

of the Copenhagen Chess Club). And my answer must be yes. Such moves are not made because you play against a certain opponent, but because you are in the mood for such ideas. And against weaker opponents the safest method, though not the quickest, is to avoid complications and unclear positions.

I am not sure that the sacrifice is correct in this position. But it shows courage and imagination, that is why it has been included in this collection.

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|-------------|----------|
| 10. Q × Q | Kt × B |
| 11. Q—Q2 | P × P |
| 12. Kt—B4! | Kt—Kt3 |
| 13. Kt—Q5 | QKt × Kt |
| 14. BP × Kt | |

During the game I thought this was a mistake, but now I am not so sure. The position after 14. KP × Kt, P—K3 offers Black decent chances.

Of course the black Knight is very annoying for White, who finds it a little difficult to mobilize his Rooks and get his King into safety. On the other hand it is not easy for Black quickly to create serious threats, and if play develops quietly White probably wins.

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|-----------|-------|
| 14. | P—B4 |
| 15. B—Q3 | P × P |
| 16. B × P | P—K3 |

The game is quoted in the Russian master Yudovich's book about the King's Indian, and at this point he states that Black has the better chances. Frankly, I don't believe this. It is only after White's next move that his comment is justified!

White ought to play 17. K—B2 and if P × P either 18. B—

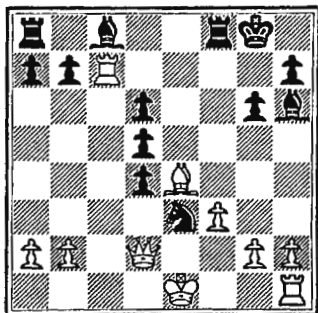
Kt1 or 18. B—Q3, B—R3; 19. Q—Kt4. Black has many tactical threats and can try many tricks; in some variations there will be a changing of the guards on K6, with the Bishop replacing the Knight. But I cannot see how Black can build up a successful attack.

17. R—QB1?? P × P

18. R—B7

Now the answer to 18. P × B? is 19. R × B ch!, but—

18. B—R3!



A curious position. White cannot save his Bishop! After 19. B × P ch, Kt × B; 20. Q × B, Kt × R Black already has a material plus and after, for instance, 19. B—Q3 comes R—K1. How does White save his Queen then? The answer is rather sad: With 20. B—K4

White's next move may look a little strange, but closer examination of the position shows that it is almost impossible to find anything better. Black has a winning position already. Again an illustration of the swiftness with which the chances can change in a position where the

tension is strained to breaking point.

19. P—KKt4 P × B
20. Q × P R × P
21. Q × KP B × P
22. R—Kt1 QR—KB1!

Suddenly all Black's pieces are active, and the white King has no chance to find shelter. The rest is easy.

23. R × B Kt × R

24. Q—K6 ch K—R1
25. Q × Kt R—K1 ch
26. R—K7
Sardonic humour. After
26. K—Q1, R—B8 ch; 27. K—B2, R—B8 ch the Rook is lost anyway.

26. R × R ch
27. K—Q1 R—B8 ch
28. K—B2 R—B7 ch
29. K—Q1 R—Q7 ch
Resigns

32

COPENHAGEN, 1965

Black: A. S. Suetin

Sicilian

1. P—K4 P—QB4
2. Kt—QB3 P—K3
3. KKt—K2

With his second and third move White keeps the choice open between an 'open' set-up with P—Q4 and a 'closed' system with P—Q3.

3. Kt—QB3
4. P—KKt3 Kt—B3

After 4. P—Q4!?: 5. P × P, P × P; 6. P—Q4? B—Kt5! the black pieces become very active, but White should play 6. B—Kt2, P—Q5; 7. Kt—Q5 when Black, still not ready to castle, must be very careful.

5. B—Kt2 B—K2
6. 0—0 0—0
7. P—Q3

7. P—Q4 is another possibility, of course, but why not let the well known theoretician face some problems that have been rather neglected by theory?

If Black now plays 7. P—Q3 a relatively unexplored position is reached—in the Closed Variation of the Sicilian the black KB is usually on KKt2: 1. P—K4, P—QB4; 2. N—QB3, N—QB3; 3. P—KKt3, P—KKt3, etc. After 7. P—Q3 White would probably start a broad advance on the King's side; against quiet black development the next white moves could be P—KR3, B—K3, P—B4 and P—KKt4.

7. P—Q4
8. P × P P × P
9. B—Kt5

Although the position is relatively open White is ready to give up the Bishop pair for several reasons: his KB becomes very strong after Black's P—Q5; the white Knights get good squares in the centre; White gains a little time for the occupation of the only open file, the King's file.

To me this is the only good

move in this position. After 9. Kt—B4, P—Q5; 10. QKt—Q5, Kt × Kt; 11. Kt × Kt, B—Q3 Black hasn't got many problems, and after 9. P—Q4!?, although it is true that the black QP may become weak, Black gets his pieces into play very easily after 9. B—Kt5!

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|-------------|-------|
| 9. | P—Q5 |
| 10. QB × Kt | B × B |
| 11. Kt—K4 | B—K2 |
| 12. Kt—B4 | B—B4 |
| 18. R—K1 | R—B1 |

Not an unnatural move. The Rook is removed from the white Bishop's diagonal and in some cases guards the QBP, which may be in danger after such white moves as Kt—Q5 and Q—R5. Also a solid protection of this pawn with P—QKt3 is made possible.

Nevertheless, it seems a little risky to let White occupy the K file first. The most natural move was 13. R—K1, but then after 14. Kt—Q5! we see that 14., B—KB1?? is refuted by 15. Kt(K4)—B6 chl P × Kt; 16. R × R. Full equality is obtained by Black after 14., B × Kt; 15. Kt × B ch?, R × Kt; 16. B × B, Q—Kt3! (not 16., Q—Q3? 17. Q—R5, P—Kt3; 18. Q—Q5 with a slight endgame plus for White). But White can play better: 18., R—K1; 14. Kt—Q5!, B × Kt; 15. R × B, B—Q3; 16. Q—K2! R × R; 17. P × R. Here White's position is preferable; he can build up a strong position on the King's side, while it is very difficult for Black to use his pawn majority on the other side effectively. We already see a tendency towards blockading this majority. White

will not only be busy on the K side, he will also look at possibilities like P—Kt3, P—QR4 and a Bishop manoeuvre to, for instance, QB4. The opposite-coloured Bishops do not help Black in such a position, rather the contrary. The black Bishop cannot pilot the pawns across the white-coloured squares!

The black position is not at all comfortable. One of the more ingenious defences would be 13., K—R1!?, avoiding White's next move.

14. Kt—Q5 B—K3

Forcing the immediate exchange of the annoying Knight but costing time. Again R—K1 could be considered, of course, but after 14. R—K1; 15. Q—R5, Q—Q2? 16. Kt × B ch, Kt × Kt; 17. Kt—Kt5, B—Kt3; 18. Q—B3 Black is in trouble, and also 15. B—Kt3; 16. Q—R3 does not solve his problems completely, White is ready to strengthen his position with R—K2 and QR—K1.

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|---------------|---------|
| 15. Kt × B ch | Kt × Kt |
| 16. Q—R5 | B—B4 |
| 17. R—K2 | Q—Q2 |

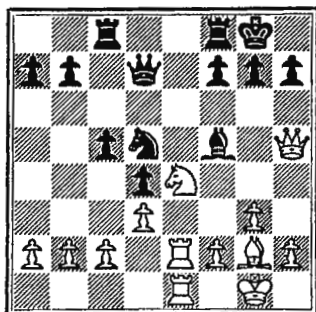
17., B × Kt; 18. B × B, P—Kt3; 19. Q—K5 does not relieve Black's headache either. The text move protects the QKtP, connects the black Rooks and threatens B—Kt5. But this threat does not win a tempo, it is parried 'automatically'!

18. QR—K1! Kt—Q4

18., B—Kt5? 19. Kt—B6 chl gives White a clearly won ending.

Against 18. KR—K1 White had several variations:

19. Kt—Q6, Q × Kt; 20. Q × B or
19. Kt—Kt5, B—Kt3; 20. Q—
B8. But the most forceful is
18. KR—K1; 19. B—R8!
B × B; 20. Kt—Kt5, when Black
is quite helpless.



19. Kt—Q6!

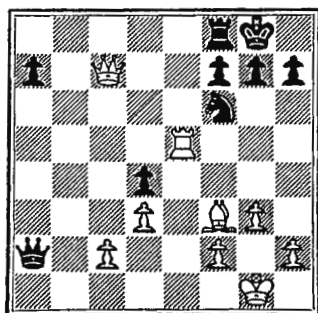
Very simple and very strong.
In my opinion both beautiful
and logical as well. White's most
important trumps must be the
K file and the long diagonal,
in other words the Kt on K4 is
in the way. But White wouldn't
like to move it away quietly,
without threats, in which case
Black might get time to challenge
his command of the open file
with Kt—B3 and KR
—K1.

19.	Q × Kt
20. Q × B	Kt—B3
21. B × P	QR—Kt1
22. R—K7	Q—Kt3
23. B—B3	Q × P
24. Q × BP	QR—B1
25. R—B7	R × R
26. Q × R	Q × RP
27. R—K5!

(See diagram in next column)

Black has done his utmost to
avoid losing a pawn, but these
efforts have been in vain: see,

for instance, 27., Q—Kt8 ch;
28. K—Kt2, Q—Kt3; 29. Q ×
Q, P × Q; 30. R—QKt5, R—
Kt1; 31. R—Kt4. This is not
surprising. Compare the white
Bishop and the almost im-
mobilized black Knight, glance
at the active white Rook and the
passive black one, look at the
isolated black Q-side pawns.



Position after 27. R—K5!

27.	Q—R3
28. R—QR5	R—B1

There is no interest in dis-
cussing whether 28. Q—
Kt3; 29. R × P is better for Black.
In any case White wins a pawn
and keeps a strong position; the
rest should not be too difficult.

29. Q × P ch	K × Q
30. R × Q	R—B2

After 30. R × P; 31. R ×
P ch, K—Kt3; 32. R—R4 the
QP goes. Maybe one could get
the idea to try a more active
counterplay: 30. R × P;
31. R × P ch, K—K3! 32. R ×
P, R—Q7, but White wins
quite easily with 33. B—Kt4 ch!,
Kt × B; 34. R × Kt, R × P; 35. K
—B1!, K—Q4; 36. R—R4.

31. K—B1	Kt—Q2
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32. R—R2
32. R—B6 would force exchange of Rooks and probably also win, but why exchange the black Rook, which is tied down to the passive defence of weak pawns?

32. . . . Kt—Kt3
33. B—K4 P—Kt3
34. K—K1 K—B3
35. K—Q2 P—Kt4

This makes it easier for White to create threats against the black King's-side pawns. But there is no special reason for criticism, the position is simply lost for Black.

36. R—R5 P—KR3
37. P—KB3 K—K8

38. R—KB5 R—B2
39. R—B5 K—B3

An error in time pressure, which costs a pawn. But also after 39. . . . R—Q2; 40. P—R4 Black would not last long.

40. R—B6 ch K—Kt2
41. R—Kt6 ch K—B1
42. R × RP R—KKt2
43. R—Q6 R—Q2
44. R—KB6 ch R—B2
45. R—B6 R—KKt2
46. P—R3 K—K2
47. P—QB4 P × P ch
48. K × P K—Q2
49. P—Q4 R—Kt1
50. R—R6 Kt—B1
51. K—B4 K—B2
52. K—B5 R—Kt2
53. P—Q5 Kt—Kt3
54. P—Q6 ch Resigns

33

COPENHAGEN, 1965

Black: S. Hamann

Benoni

1. P—Q4 Kt—KB8
2. P—QB4 P—K3
3. P—KKt3 P—B4
4. P—Q5 P × P
5. P × P P—Q8
6. Kt—QB3 B—K2!?

In this position 6. . . . P—KKt3 is by far the most popular move. On KKt2 the Bishop is much more active than on K2. But the text move is not absolutely wrong. Black saves a move (. . . P—KKt3) and his KB is useful enough, protecting the QP. It can get to the long diagonal later.

If White had played 3. Kt—QB3 and 6. P—K4 I would consider 7. P—B4 very strong

against 6. . . . B—K2 but, as it is, I have committed myself to a less aggressive system of development—if I had played 3. Kt—QB3 Hamann would probably have played 3. . . . B—Kt5, the Nimzo-Indian, which I do not allow very often. I like to play that opening as Black!

7. B—Kt2 0—0
8. Kt—B3 Kt—R3
9. 0—0 R—Kt1
10. R—K1

If White plays P—K4 anyway, why not at once? There are two reasons. 10. P—K4 might be answered by . . . B—Kt5, after

which it will be difficult to effect P—K5. And after 10. P—K4, P—QKt4; 11. P—QR4, P—Kt5 the KP is loose.

Now, against 10. B—Kt5 I may play 11. Kt—Q2.

10. P—QKt4

11. P—QR4!

An energetic counter-thrust. After 11. P—Kt5: 12. Kt—QKt5, R—Kt2; 13. P—K4 Black has no time to catch the daring white Knight, and P—K5 comes with great force. Nevertheless, I think that Black ought to try this line; after the opening of the QR file White has a clear advantage and the black pawn majority on the Q side becomes unimportant.

11. P × P

12. R × P Kt—Q2

13. P—K4 B—B3

14. B—B1

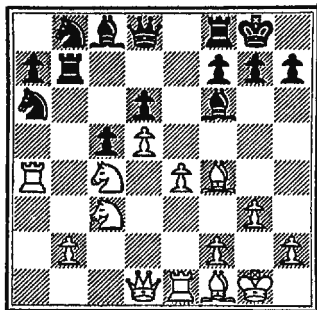
To avoid losing the weak QRP Black now has to make some very awkward moves.

14. R—Kt3

15. Kt—Q2 Kt(Q2)—Kt1

16. Kt—B4 R—Kt2

17. B—KB4!



White allows the following

combination, which does not solve Black's problems. On the other hand Black has nothing better; 17. B—K2 would be a very sad retreat. White might continue 18. P—K5, but a move like 18. Q—R1 is also very strong. Therefore it is understandable that Black plunges into tactical complications, hoping for a miracle.

17. R × P

18. Kt × R B × Kt

19. Kt—B4

The Knight returns to this strong square and Black cannot defend his QP. Pointless was of course 19. R—K2, B—KKt5.

19. B—Q2

20. R—R3 B × R

21. Q × B B—Kt4

Complicates matters a bit, but does not improve the black position, which is very bad anyway with two weak Q-side pawns against two strong centre pawns.

22. Kt × P B × B

23. Q × B P—Kt4

As this does not win material it may be argued that it only weakens the black position and gives the white Knight the square KB5. But what else could Black play? In this way at least he gets some relief by the exchange of the white Bishop for one of his unlucky Knights.

It is also possible that Black was hoping that White would make some incorrect sacrifice. For instance, 24. Kt—B5 looks quite attractive, but it is not good enough. You may also consider 24. R × Kt, Kt × R; 25. Q × Kt, P × B; 26. Kt—B5, which does give very good chances, but

not a clear win. Such thoughts are related to playing for primitive traps, but that doesn't mean that they are unjustified in a desperate situation.

24. B—K5 P—B3

25. Kt—Kt7! Q—Kt3

26. B × Kt Kt × B

27. Kt—R5 Q—Kt5

28. Kt—B4 R—K1

28. P—QR3 is no better: for instance, White can play 29. R—R1 followed by R—Kt1.

29. R × P! R × P

30. Q—R3

This was the reason for White's giving up a strong centre pawn for the weak QRP: he gets direct threats against the black King. Also it may be noticed that the black Knight is miserably placed, and in fact it never gets into play.

30. Q—K8 ch

31. K—Kt2 R—K2

32. Q—B8 ch R—K1

Against 32. K—Kt2 White would not play 33. Q × Kt?,

Q—K5 ch, drawing, but 33. R × R ch, Q × R; 34. Kt—K3 with an easy win. Here the difference between the two Knights is fantastic; the white one is well placed, the black one cannot do anything and must be protected by the Queen. Against 34 Q—K5 ch; 35. K—R3 is the most convincing, but even 35. K—Kt1, Q—Kt8 ch; 36. Kt—B1 ought to win.

33. Q—B5 Q—K5 ch

34. Q × Q R × Q

35. Kt—Q6 R—QKt5

After 35. R—K8 White might think of 36. P—Kt4, as Black has no good moves.

36. Kt—K8 R—Kt3

37. P—Q6 K—B1

38. Kt × P R × P

39. Kt × P ch K—K1

40. Kt × P R—QB3

41. R—R8 R—B1

42. Kt—K4 Resigns

Black is not even allowed to keep the QB pawn. The white Knight deserves a prize for diligence, having made fifteen moves.



THE PUBLIC WANTS SHARP PLAY

IN A tournament the masters first and foremost play to obtain a good result. If spectators are disappointed when a player makes sure of first place by a colourless draw instead of trying a spectacular attack—well, then the spectators have not understood what a tournament is.

But on other occasions it may be said that the players have certain obligations to the public to play sharply and take risks. Among other games I think of those arranged as propaganda for our noble game. In such cases it doesn't matter if you don't feel well or you are scared. You must fight!

I have several times played a game for the Danish radio. Most of them have been highly dramatic. Obviously, when the radio asks two masters to play a game for broadcasting it ought not to be a dull one. To the large public positional games devoid of combinations and without attacks against the Kings are dull. So both sides aim for sharp play. (Of course the alternative would be for the radio to have ten games played and only broadcast the most interesting one, but it would probably be more expensive.)

So you sit down at the board with a desire to make it a real fight. You would almost prefer losing an exciting game to winning a dull one. . . .

The game against Flohr was played in March, 1966, after my match against Geller, whose second Flohr was. The radio arranged a small tournament, which Geller won by beating me — but my game against Flohr was the most beautiful, in my opinion!

It was played with normal tournament time for reflexion. But the game against Nyman was played as a postal game towards the end of 1966 and published in the Stockholm newspaper *Dagens Nyheter* in the beginning of the following year, one move a day. Several Swedish newspapers keep a game going in that way, almost all the time.

34

COPENHAGEN, 1966

White: S. Flohr

Benoni

- | | |
|----------|--------|
| 1. P—Q4 | Kt—KB3 |
| 2. P—QB4 | P—B4 |
| 3. P—Q5 | P—K4 |

This solid black system often leads to exciting games. Maybe the greatest danger for Black is really of a psychological nature. If he becomes so fascinated by his fire-proof construction that he forgets to do something active, then he will probably be slowly strangled. White cannot possibly start an attack quickly, but if play develops quietly he steals the initiative in most cases with a little demonstration on the Queen's side, beginning with P—QKt4. Later he may allow himself the thrust P—B4, which is normally bad at an early stage because it gives Black the strong square K4.

As I see it, playing this system means that I force myself to play aggressively!

- | | |
|-----------|--------|
| 4. Kt—QB3 | P—Q3 |
| 5. P—K4 | P—KKt3 |

Another continuation, which has been quite popular in recent years, is 5. . . . B—K2. The plan is . . . 0—0, . . . Kt—K1, . . . P—KKt3 and . . . P—B4. Sometimes White tries to prevent this freeing move with P—KKt4 and B—R6, but Black can move his King into the corner and transfer the QKt to the original square of the KKt, thus chasing the white Bishop away. These black manoeuvres may take some

time, but in the closed position that is not too terrible, and when finally Black can play . . . P—B4 an unclear situation arises with chances for both sides. I have usually preferred 5. . . . P—KKt3. Now it may be asked: isn't Black just playing a King's Indian with the disadvantage that he has been very early committed to a certain centre pawn structure, to which White can adapt the development of his pieces? To some extent the answer must be affirmative, but in Black's defence it can be said that this pawn centre is not at all bad. Furthermore, and this is important in my opinion: if in a King's Indian you don't want to make an early decision in the centre, you must castle early. Here, however, this can wait.

- | | |
|-----------|--------|
| 6. B—Q3 | B—Kt2 |
| 7. KKt—K2 | QKt—Q2 |

Whether this is the best move I do not know; I might also consider 7. . . . Kt—R4!?, after which . . . P—B4 seems secured under satisfactory circumstances.

People sometimes enjoy preparing . . . P—QKt4 in positions of this type. Black plays such moves as . . . Kt—R3—B2, . . . R—QKt1, . . . P—QR3. But in most cases this is a bad plan. By the time Black is almost ready to play . . . P—QKt4 White simply plays P—QR3 and P—QKt4. It is really very difficult for Black

to gain the initiative on the Queen's side. In addition the Knight on QB2 is very badly placed in one respect: it is far away from K4! which may justify brutal behaviour by White in the centre, with P—B4.

8. P—KR3 P—QR3!

But here, I am sure, this is the only proper move. Soon Black will play Kt—R4, in preparation for P—B4. If White answers by P—KKt4, the pawn sacrifice Kt—B5 is forced. But, as the game continuation shows, to play 8. Kt—R4 at once would be a tempo worse: White would answer with 9. P—KKt4 immediately, and his QB would get to B4 in one jump.

But why does Black not castle? Because he does not like the reply 9. P—KKt4!

If later on the move 8. P—QR3 proves useful, it will be as a preliminary to P—QKt4. This White can forestall decisively by 9. P—QR4 which, however, probably means his giving up the idea of castling Q side, so that if he must play P—KKt4 to hinder Black's plans on the other flank his position will be full of holes and without a sanctuary for his King.

So, in my opinion 8. P—QR3 must be the correct move. If White plays the sharp 9. P—KKt4! Black hits back with 9. P—KR4!

9. B—K3 Kt—R4!

10. Q—Q2

An interesting continuation, aimed against P—B4 and P—QKt4, but without the double-edged P—KKt4, would be 10. P—QR4, 0—0; 11. Q—B2,

but even here Black may venture upon a pawn sacrifice: 11. Kt—B5!? 12. Kt × Kt, P × Kt; 13. B × P(B4), Kt—K4; 14. B—K2, P—B4 with certain chances.

10. 0—0

Black is ready for P—B4, but if White castles Queen's side the answer may also be P—QKt4. It looks as if Black's opening problems have been solved in a satisfactory manner—but there is one question left. Is the pawn sacrifice Kt—B5 correct? Flohr decides to ask this question.

11. P—KKt4!? Kt—B5

12. Kt × Kt P × Kt

13. B × P(B4) Kt—K4

White can hardly consider capturing this Knight—he would be left with terrible weaknesses on the black squares—but is this well posted Knight enough compensation for a pawn? No, and it must be added that probably the Knight cannot stay there very long: it is likely to be driven away by the white KBP.

But other black pieces are ready to engage White!

14. B—K2 P—QKt4!

The only reasonable move. Quite wrong would be 14. P—B4? because of 15. KtP × P, P × P; 16. R—KKt1!

But cast your mind back to move 8 and try to imagine this same position without that important preparatory move P—QR3!

15. P × P P × P

16. Kt × P R—R5!

This Rook is to play an important part. Fearing nothing it breaks into the white camp, hop-

ing that other pieces will follow in time to reinforce the attack.

17. Kt—B3 R—Q5

18. Q—K3 R—K1

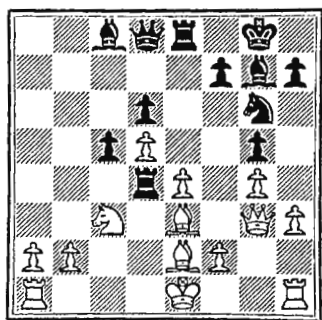
18. P—B4 was still doubtful because of counter threats on the KKt file. But if White castles now, Black may play that move.

19. P—Kt5 is worth considering, but both 19. P—B4 and 19. Kt—B5 offer Black good chances.

Flohr chooses quite a plausible move. The Queen leaves the K file, in readiness for counterplay on the KKt file, which must make Black's P—B4 a hazardous enterprise for himself. But my answer was an unpleasant surprise!

19. Q—Kt3? P—Kt4!

20. B—K3 Kt—Kt3!



Very inconvenient for White. He can hardly take the exchange. For instance, 21. B×R, P×B; 22. Kt—Kt5, R×P; 23. Kt×P(Q6), R×B ch; 24. K×R, Kt—B5 ch and Q×Kt. And 21. 0—0, B—K4; 22. Q—B3, Kt—R5; 23. Q—R1 places the white Queen at a terrible disadvantage, and then with

23. R—Kt5 Black dominates the board.

Considering the threats against the white KP one might suggest 21. P—B3 as the most solid defence, but after 21. R—Kt5!; 22. B—QB1, Kt—B5! the white position is rather miserable, Black simply threatens Q—Kt3 and R×KtP. Inexact is the immediate 22. Q—Kt3? because of 23. 0—0!, when R×KtP is impossible because of 24. Kt—R4!

The black QB does not yet participate very much in the attack, but the other black pieces are very active. It is quite remarkable that the white position is so difficult to defend although Black has no fully open file for his Rooks to command.

Flohr's next move looks to me as the best chance.

21. B—Kt5 R(K1)×P!

22. Kt×R R×Kt

23. 0—0?

Psychologically easy to understand. In such a position everybody wants to get the King out of danger. But the experienced defender Flohr erred here.

Best was 23. B—Q3 with the possible continuation 23. Q—R4 ch; 24. K—B1, Kt—B5!; 25. B×R, B—R3 ch; 26. K—Kt1 Kt—K7 ch; 27. K—Kt2, Kt×Q; 28. K×Kt, B×P. Here White could put up a fight, although his King is not absolutely safe and Black is the proud possessor of a very strong QBP.

But if White in this variation tries to stick to his material superiority he won't last long. After 25. B×Kt, R×B Black has many threats and, as for White's

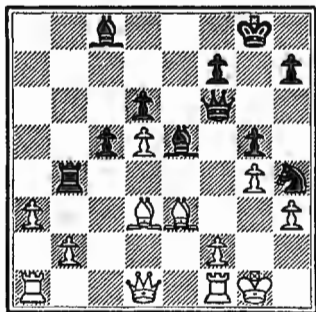
material advantage, it is somewhat an illusion. True, at this moment he has the exchange and a pawn, but the black pieces are very strong and it will be difficult to hold the QR, QKt and Q pawns—and even the KBP for that matter!

23. R—Kt5
 24. B—Q3 B—K4
 25. Q—B3 Kt—R5
 26. Q—Q1 Q—B3

Castling did not get the white King out of danger! One threat is a sacrifice on Kkt5, but also moves like Q—R3, P—R4 and even R—KB5 are parts of Black's plans. Against 27. P—B3, the reply 27. R × P is decisive; for instance, 28. B—KB2, Q—B5 or 28. B—K2, R × B.

It is not surprising that White makes up his mind to chase the black Rook from the fourth rank, but it is not that simple. How nice it would be for the white King if the Bishop could get to K4....

27. P—R3



27. Kt—B6 ch
 28. K—Kt2
 Or 28. K—R1, B × KktP (also

.... R × KktP wins, but more slowly); 29. P × R, Q—R3.

28. B × KktP!
 29. P × R Kt—R5 ch
 30. K—Kt1 B × Q
 31. KR × B

White parries the direct mating attack: 31. Q—B6; 32. B—KB1. But Black gets a material advantage now, quite a new feeling for him. With a strong passed pawn and threats against the white King victory is not far away.

31. P × P
 32. B—K4 B × P
 33. R—R8 ch

The beginning of a desperate rescue attempt. White wins the black passed pawn, but Black gets a new direct attack against the white King. However, other continuations were just as hopeless. With his pawn on QKt5 and the Bishop on B6 Black makes it nearly impossible for the white KR to take an active part. Black can quietly strengthen his position on the King's side and probably also push the passed pawn to QKt7.

33. K—Kt2
 34. R—QKt8 B—B6
 35. R × KtP! Kt—B6 ch
 35. B × R was bad because of B—Q4. But now that square is covered by the Knight, so White is obliged to capture.
 36. B × Kt Q × B
 37. R—Q3 B—K4
 38. R—Kt4 P—R3
 39. R—Q2
 In order to prevent Q—K7,

which would kill him at once
after a move like 39. R—Kt2?

39. Q × RP
40. R—KKt2 P—B3

Resigns

Black places his Queen on KB6, then his RP rushes forward. White is defenceless, his Rooks cannot cooperate.

35

CORRESPONDENCE GAME, 1966

White: S. Nyman

From's Gambit

1. P—KB4 P—K4?

Played 'on request'. Mr. Bohm-gren, the editor of *Dagens Nyheter*, had expressed his wish for a game with this opening, if I got the white pieces. I sometimes play Bird's Opening and, of course, the newspaper wanted a game with drama—I had played two games for this newspaper before and won them both, against Hörberg and Stahlberg, but only after prolonged end-games which probably were not much appreciated by the large public. But the draw gave Nyman the white pieces, and he played 1. P—KB4, not one of his normal openings. And naturally I played the gambit!

From's Gambit was an invention of the Danish master Severin From, who was also the father of the Danish Gambit: 1. P—K4, P—K4; 2. P—Q4, P × P; 3. P—QB3, P × P; 4. B—QB4. He was the first Danish chessplayer to take part in an international tournament, Paris 1867.

2. P × P P—Q3
3. P × P B × P
4. Kt—KB3 Kt—KB3

The move 4. P—KKt4 is not to my taste. I believe that White can answer 5. P—KKt3.

Of course he may also play 5. P—Q4, P—Kt5; 6. Kt—K5, but after B × Kt and Q × Q ch the chances in the ending are evenly balanced.

In all my tournament games with Bird's Opening From's Gambit has only once been played against me, by Zuidema in Beverwijk, 1964. 4. P—KKt4; 5. P—KKt3 led to a wild struggle, which I won.

5. P—Q4 0—0

Theory wavers between 5. P—Q4 and P—KKt3 for White. Against the latter I would have adopted a position based on 0—0—0. Against 5. P—Q4 the books regard 5. Kt—K5 as Black's strongest answer, but I do not like it. Should not the other pieces be developed? A German correspondence chess master has written a little book about a correspondence tournament in Germany, 1961–2, with From's Gambit as the obligatory opening. 5. Kt—K5 gave Black very bad results.

According to both that book and Rolf Schwarz' book on Bird's Opening, White's next move ought to be a mistake! 6. P—KKt3 is given as better. But probably Nyman, like

myself, had discovered that not everything written in books is the gospel truth. I have done a lot of work on the problems of this opening, for as a matter of fact I do not like giving away a centre pawn!

6. B—Kt5 R—K1

I had little confidence in those books. They quoted a postal game Pedersen-Firmenich, 1951, where Black got the upper hand after 6. P—KR3; 7. B × Kt, Q × B; 8. P—K4, P—B4; 9. P—K5, Q—K2; 10. B—K2, B—B2; 11. P—B3, Kt—B3; 12. QKt—Q2, B—Kt5. I thought this line could easily be improved for White: maybe 8. P—K4 was premature; 8. Kt—B3 looked good instead.

The text move looks natural. Against 7. Kt—B3 I intended B—KB4, keeping K5 under control.

7. Q—Q3 Kt—B3

A difficult decision: Black gives up the idea of P—QB4 but gains an important tempo, White must prevent Kt—QKt5 with either P—B3 or P—QR3.

This choice is also difficult: 8. P—B3 protects the Queen's pawn but deprives the QKt of a good square. Later Nyman thought that it was here that he went wrong, but during the game I considered 8. P—QR3 best. Against 8. P—B3 one of the lines I analysed went 8. P—KR3; 9. B × Kt, Q × B; 10. QKt—Q2, B—KB4; 11. P—K4, Q—Kt3; 12. 0—0—0, R × P! with a strong attack. In this variation it is the move P—B3 which makes it difficult for the white King to reach safety. White does better

to play 12. B—K2, but then Black gets his pawn back with a good game.

Another variation looked like this: 8. P—B3, P—KR3; 9. B—R4, P—KKt4; 10. B—B2, Kt—K5; 11. P—KR3, B—KB4; 12. Q—Q1, Q—K2; 13. P—KKt4, Kt × B; 14. K × Kt, Q—K6 ch; 15. K—Kt2, Q—B5; 16. Q—K1, B × KtP with a winning position.

8. P—QR3 P—KR3

9. B—R4?

This is the mistake! And for a strong correspondence player like Nyman a very grave mistake, in my opinion. This letter was a surprise to me!

White ought to play 9. B × Kt, Q × B; 10. P—K4. After 10. B—KB4; 11. Kt—B3 it is easy for Black to win back his pawn, but the game is about even. If Black wants to try for more he must play 10. B—KKt5 in order to prove the drawbacks of 8. P—QR3 in comparison to 8. P—B3: the Queen's pawn is not solidly protected. But after 10. B—KKt5; 11. QKt—Q2 it is not easy to see how Black is to break through.

After the text move I expected to win! In postal games it is possible to calculate fairly far ahead, and my optimism was based upon quite solid variations.

9. P—KKt4

10. B—B2

10. B—Kt3, B × B ch; 11. P × B, Q—Q3 is also terrible for White.

10. Kt—K5

11. P—KR3

A very ugly move: the hole on KKt3 is disgusting! But Kt

×B followed by P—Kt5 was a strong threat.

11. B—KB4

Forces the white Queen to retreat, for 12. Q—Kt5, B—Kt6! wins the Queen's pawn and smashes the white position.

12. Q—Q1 B—B5

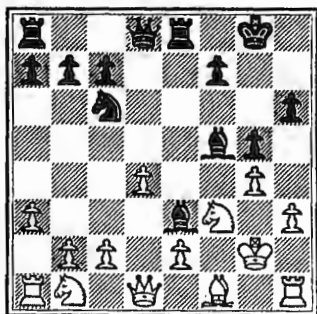
12. Q—K2, with the same intentions as in a variation already shown, was also very good.

But the text move prepares a neat combination.

13. P—KKt4 Kt × B

14. K × Kt B—K6 ch

15. K—Kt2



15. Kt × P!

White cannot very well play

16. Kt × Kt because of B—K5 ch.

16. P × B Kt × Kt

17. Q × Q Kt—R5 ch

18. K—Kt3 QR × Q

Only ruins are left of the white position.

19. Kt—B3 Kt × P ch

20. K—Kt2

20. K—Kt4, R—Q5 ch leads to mate.

20. R—Q7

Nyman wanted to resign here, but for the benefit of the readers play continued:

21. R—B1, P—KR4; 22. Kt—Q1, B—Kt8; 23. K—R2, R(K1) × KP ch; 24. B × R, R × B ch; 25. Kt—B2, R × Kt ch; 26. K—Kt1, R—K7 ch; 27. K—B1, Kt—Kt6 mate!

But Mr. Bohmgren was right. It was exactly the right opening to make an exciting game for the readers!

☆ XI ☆

SATISFACTORY RESULTS

AFTER my match victory over Geller I went to Le Havre where, after a fumbling start, I won six games in succession and finished two points ahead: Larsen 9 (11 rounds), Polugayevsky and Krogus 7, Matanović and Forintos 6½, etc. Absolutely one of my best tournaments, but in my own opinion none of my games was very remarkable.

In July I flew to California, to the Piatigorsky Cup in Santa Monica. My final result was not bad, third after Spassky and Fischer, ahead of Portisch, Unzicker, Petrosyan, Reshevsky, Najdorf, Ivkov and Donner. But it might have been even better, if I hadn't had an unexplicable weak period in the middle of the tournament, perhaps the effect of the climate there. (I had a similar experience later in Havana, during the chess Olympiad.)

Games 36-38 are from Santa Monica; No. 37 is the best known, but No. 38 the best, in my opinion at least.

36

SANTA MONICA, 1966

White: R. J. Fischer

Ruy Lopez

- | | |
|-----------|--------|
| 1. P-K4 | P-K4 |
| 2. Kt-KB3 | Kt-QB3 |
| 3. B-Kt5 | P-QR3 |
| 4. B-R4 | Kt-B3 |
| 5. 0-0 | Kt x P |

I had just written a booklet, analysing this Open Variation of the Ruy seen from Black's point of view. I thought that ordinary chessplayers ought to play such openings instead of following the latest fashion by playing, for

instance, the slow positional manoeuvres of the Closed Variation (5. B-K2). But even masters read booklets, and no doubt this was one of the reasons for this open variation becoming more popular in international tournaments. But it was never very popular, and in some of my special variations improvements have since been found for White.

At this time the variation

proved a happy choice against Fischer. Later in the tournament Unzicker played it against him, and he was lucky to escape the American champion with half a point.

I had used this opening in two of my match games against Geller, but otherwise I had not played it for many years.

- | | |
|----------|--------|
| 6. P—Q4 | P—QKt4 |
| 7. B—Kt3 | P—Q4 |
| 8. P × P | B—K3 |
| 9. P—B3 | |

For many years 9. Q—K2 had been very popular—since the World Championship tournament in 1948 when Smyslov and Keres beat Euwe with this line. Against Geller I had introduced the recommendation of the Swedish correspondence master Ekström: 9. Q—K2, B—K2; 10. R—Q1, 0—0; 11. P—B4, KtP × P; 12. B × P, Q—Q2!, and obviously Fischer was not ready to fight that. Yet, at the tournament in Natanya in 1958 he played this line as White against the Dutch master Ree and won easily, but this should not be regarded as sufficient proof that the variation is unplayable for Black.

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|---------|-------|
| 9. | B—QB4 |
|---------|-------|

The solid move is 9. B—K2, as played by Unzicker against Fischer a few rounds later. But I wanted to try a rare variation which I had recommended in the booklet which had not yet appeared!

- | | |
|------------|--------|
| 10. QKt—Q2 | 0—0 |
| 11. B—B2 | B—B4!? |

This move had been studied much less than the main altern-

atives, P—B4, Kt × KBP and Kt × Kt.

- | | |
|------------|---------|
| 12. Kt—Kt3 | B—KKt5 |
| 13. Kt × B | Kt × Kt |
| 14. R—K1 | |

Several years earlier Unzicker had played 14. B—K3 in a game which Fischer and I did not know. As will appear, Fischer had a similar idea.

If Black is satisfied with a rather even endgame he may play 14. B—K3, Kt—Q2; 15. Q—Q3, P—Kt3; 16. Q × QP, Kt(Q2) × P etc. White has the two Bishops, but the black pieces are quite active.

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| 14. | R—K1 |
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14. B—R4? is refuted by 15. B—Kt5!, B × Kt; 16. Q × B, Q × B; 17. Q × QP or 15. Q—Q2; 16. B—K3, Kt—K3; 17. B × P chl; this was already old theory.

After the text move the books only recorded 15. B—B4, one of the continuations being the sharp 15. P—Q5!?

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| 15. B—K3 | Kt—K3 |
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15. Kt—Q2; 16. Q × P, Kt(Q2) × P leads to a level position. If White wants to weaken the black squares with 16. Q—Q3 Black is not obliged to play P—Kt3, as 15. Kt—B1 is all right. This is an argument for playing 14. B—K3.

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|----------|---------|
| 16. Q—Q3 | P—Kt3!? |
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Good and solid was 16. Kt—B1, as already indicated. But I was seized by a desire to play more energetically. I was in fighting mood. In the previous round I had beaten Najdorf, in the next round I was going to

sacrifice my Queen against Petro-syan!

The text move is probably absolutely playable. But it is not very often that I allow the black squares in the vicinity of my King to be weakened like this, when my black-squared Bishop is out of the game.

17. B—R6 Kt—K2

After 17. B—B4; 18. Q—Q2, B×B; 19. Q×B, Kt—K2; 20. Kt—Q4 White gets a small advantage. Very bad for Black would be 17. P—Q5?; 18. Q—K4!

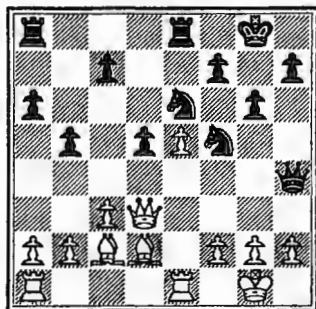
18. Kt—Q4 B—B4

If White plays 19. Q—Q2 now, Black hardly has anything better than transposing into the line mentioned in the previous note, something like 19. Q—Q2, Kt×Kt; 20. P×Kt, B×B; 21. Q×B, Kt—B4; 22. B—K3, R—K3 followed by P—QB3. But White must have a slight edge, although the black position is very solid.

However, Fischer was tempted by the chance to get two Bishops against two Knights.

19. Kt×B Kt×Kt

20. B—Q2 Q—R5



Black has quite an active position and I doubt if White has any advantage. My thoughts wandered back to the tournament in Zürich, 1959, when I had to struggle with my two Knights against sixteen-year-old Bobby's two Bishops. In the end I drew, but for a very long time he tried to prove that the Bishops could win.

There is no doubt that Fischer overrated the two Bishops when he was very young; now his judgement is, of course, much finer.

White cannot play 21. Q×QP?; it loses a piece after 21. QR—Q1; 22. Q—B6, Kt—K2. But 21. Q—B3 deserves serious consideration, as Black would hardly relish the retreat ... Kt—K2. My plan was 21. Q—B3, Kt—Kt4!?. The pawn sacrifice offers good prospects after 22. Q×P, QR—Q1; 23. B×Kt(Kt5), Q×B; 24. Q—B6, R—K3; 25. Q×BP, R—Q7, but a stronger move for White is 22. Q—B4. However, I am not sure that the two Bishops promise White any advantage after 22. Q×Q; 23. B×Q, Kt—K3; 24. B—Q2, P—B4.

Fischer played a move about which annotators have notably disagreed. Some say it is very bad, others give it an exclamation mark. The latter may be an exaggeration, but I think it is a very interesting move: it indicates that Fischer considers the ending after the exchange of Queens satisfactory for Black and, therefore, tries to build up an attack with the Queens still on the board.

21. Q—B1 Kt—B4

22. P—KKt3

22. B × Kt would be bad, as White would be weak on the white squares, and the black King's position would be easy to defend. Black might even mount an attack on the open Knight file.

22. Q—QB5

23. Q—Kt2

After the possible 23. Q—R3, Kt—K5 the black Knights are really becoming quite lively. After 23. Q × Q, QP × Q Black gets adequate prospects thanks to the point Q6. Better may be 23. P—Kt3, but the ending is fairly equal.

That these endings are not clearly favourable for White has something to do with the pawn structure on the King's side, where the white pawn majority is rather less formidable than it appears because the King's pawn has advanced 'too far'.

But after the text move White must part with his Bishop pair!

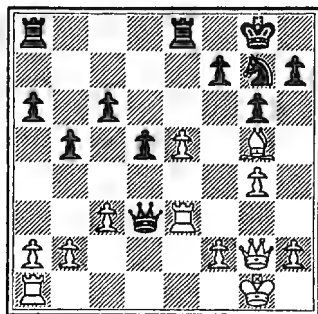
23. Kt—Q6

24. B × Kt Q × B

25. B—Kt5 P—QB3

26. P—KKt4 Kt—Kt2

27. R—K3



I do not know if this is a mistake or not. But the move

given by many annotators, 27. QR—Q1?, is certainly not very good because of 27. R × P!!

27. Q—Q7

28. P—Kt3

I had fifteen minutes left and was very nervous. Could I defend against a direct mating attack? Then the text move came as a pleasant surprise. Does White have to worry about his Queen's side pawns?

But beyond doubt the move is correct. The direct attack does not break through. The following variation illustrates the problems: 28. B—B6, Q × KtP; 29. R—Q1 (29. R—KB1, P—Q5!), Q × RP; 30. Q—R3, Q—B7; 31. R—KB1, P—Kt4! The white threat was 32. Q—R6, Kt—K3; 33. Q × RP ch!, but now the attack is not very dangerous and the black QR pawn starts its advance.

White might play 28. P—B3, but after the exchange of Queens and Kt—K3 Black's position is satisfactory. I am not sure that Black has an advantage, but he has reasonable chances on the Queen's side, while it is difficult for White to make use of his pawn majority on the King's side. One of White's difficulties is that, if he succeeds in advancing the KB pawn, the King's pawn may become weak and the black Knight may install itself permanently on K5.

28. P—Kt5!?

I am not able to prove that this move is stronger than, for instance, 28. P—QR4 or P—QB4, but from a psychological point of view it must be regarded as the best. A little sand has got

into the machinery of attack, which must be depressing for White. On the other hand White still hasn't made up his mind to call off the attack and exchange Queens. Even so his next move is an astonishing error.

I find it difficult to decide if I should have played 28. P—QR4. After 29. P—B3 it would be an advantage that Black has not opened up the position yet, and also after 29. Q—R3 the move would be justified: 28. P—QR4; 29. Q—R3, P—R5; 30. P—Kt4, P—Q5; 31. P×P, Q×QP; 32. QR—K1, Q×QKtP; 33. B—B6, Q—KB5, and the black position seems defensible. But it is difficult and, because of the danger of time pressure, it is reasonable to choose a line where White has to exchange Queens.

29. P—B3, P×P; 30. Q×Q, P×Q; 31. R—Q1 leads to a fairly level ending. Possibly 29. Q×Q ch; 30. K×Q,

P—QR4 is a little better for Black, in order to keep the pawns united.

I do not know what Fischer overlooked, but it must have been something very simple.

29. Q—R3?? P×P
30. Q—R6 Kt—K8
Resigns

Did Fischer fail to see that the black Queen can interpose after, for instance, 31. B—B6, P—Q5; 32. Q×RP ch, K×Q; 33. R—R3 ch? It looks like the only explanation of this sudden collapse. In the final position the passed pawns soon win a piece.

Apparently this loss had a depressing effect on Fischer. During the next days he lost to Najdorf and Spassky and mis-handled a favourable adjourned game against Unzicker. Then he woke up, and in the second half of the tournament he fought admirably.

37

SANTA MONICA, 1966

Black: T. Petrosyan

Sicilian

1. P—K4 P—QB4
2. Kt—KB3 Kt—QB3
3. P—Q4 P×P
4. Kt×P P—KKt3

I used to have Black in this position!

The point of the order of my two next moves is that I avoid the variation 5. P—QB4, Kt—B3; 6. Kt—QB3, Kt×Kt; 7. Q×Kt, P—Q3, which I have never studied very deeply.

5. B—K8 B—Kt2
6. P—QB4 Kt—B3
7. Kt—QB3 Kt—KKt5
8. Q×Kt Kt×Kt
9. Q—Q1 Kt—K3

Still like playing against myself! A problem is now how to protect the Knight, with Q—Q2 or R—B1. I chose the Queen move, which in the game continuation is probably the best. But after 10. Q—Q2, Q—R4!? White

must make up his mind to sacrifice a pawn, 11. R—B1, B × Kt; 12. R × B1?, Q × P, which offers excellent chances but is not absolutely clear—or allow the exchange of Queens, 12. Q × B, but the ending is probably tenable for Black in spite of the two Bishops: his pawn structure is very sound.

10. Q—Q2 P—Q3
11. B—K2 B—Q2
12. 0—0 0—0
13. QR—Q1!

In a famous game Keres—Petrosyan, Candidates' tournament, 1959, White put his Rooks on QB1 and Q1, but I chose, with the text move, a more aggressive set-up.

13. B—QB3
14. Kt—Q5 R—K1?

Correct should be 14. Kt—B4; 15. P—B3, P—QR4—as in the game Porath—Larsen, Amsterdam Interzonal, 1964! After 16. B—Q4?, B × B ch; 17. Q × B, P—K4; 18. Q—Q2, Kt—K3 Black already had an excellent position. Curiously enough, I did not remember the exact moves of this game and was not sure if we had reached the same position. My own, Black's, moves I remembered, but where had Porath's Queen's Rook been?

Petrosyan rejected 14. Kt—B4 because of 15. Q—B2, but that I do not understand. Black plays 15. P—QR4 anyway, and to win the Queen with 16. B × Kt and 17. Kt—B6 ch is not favourable for White.

After the hesitating text move I felt justified in starting an attack.

15. P—KB4 Kt—B2

Petrosyan said that he had planned 15. Kt—B4; 16. P—K5, Kt—Q2, but rejected it now, seeing 17. Kt—Kt4! This sets Black certain problems, but I am not sure that his position after 17. Q—B2 is worse than in the game continuation.

16. P—KB5 Kt—R3

After 16. Kt × Kt; 17. KP × Kt Black has very little counter-play, while White can build up an attack on the King's side.

But after the text White ought to play 17. P—QKt4! If the black Knight then proceeds to QKt1, still heading for K4, then 18. P—Kt5 is strong, because 18. B × Kt; 19. Q × B establishes a double threat against QKt7 and KB7, while after 18. B—Q2 the Bishop is in the way of the Knight and 19. B—Kt5 or 19. R—B3 leads to a strong attack.

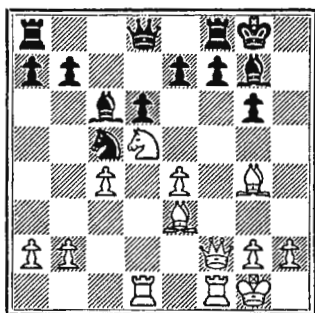
My next move aims at the King more directly, but the black Knight gets into play.

17. B—Kt4?! Kt—B4

18. P × P RP × P

After 18. BP × P; 19. B × Kt, P × B; 20. B—K6 ch, K—R1; 21. R—B7 or 21. Q—Kt5 White has good attacking prospects, but a clear decision is not apparent. Also 19. P—K5!?, B × P; 20. B × Kt, P × B; 21. B—K6 ch, K—R1; 22. R—B7, R—KB1; 23. R(Q1)—KB1, R × R; 24. R × R, B—Kt2 is unclear: the exchange sacrifice only leads to a draw.

19. Q—KB2 R—KB1



I have several times used this position to illustrate how the right move is sometimes found through elimination. Bad is, for instance, 20. B × Kt, P × B; 21. Kt—B6 ch, B × Kt; 22. R × Q, QR × R, as Black has ample compensation for the Queen. Another variation leads to a draw: 20. B × Kt, P × B; 21. Q × QBP, B × Kt; 22. R × B, Q—Kt3; 23. P—QKt4, Q × Q ch; 24. P × Q—but I do not want a draw! My King's pawn is isolated, and by quiet play White will be left with a weak pawn structure. 21. Q—R4 is met by 20. B × Kt, when 21. R × B is bad because of 21. P—K3. But this line suggests an idea, and since the other continuations are not satisfactory White plays it.

20. P—K5!!
The finest move in this game.

20. B × P
21. Q—R4 B × Kt
22. R × B Kt—K3?

The world champion does not foresee my 25th move.

Immediately after the game Petrosyan said that he ought to have played 22. Kt—K5, but after 23. B—B3, Kt—B3; 24. R—QKt5 White recovers the

pawn with a clear positional advantage.

The only possible defence was 22. P—K3. I was not sure which continuation I would choose, maybe 23. B—Kt5, Q—Kt3; 24. R × B, P × R; 25. B—K3, but deeper analysis indicates that Black can hold his own.

I was not too enthusiastic about the line 22. P—K3; 23. Q × Q, KR × Q; 24. R × B, P × R; 25. B × Kt, which was the original idea when I played 20. P—K5! I now thought that White's slight material advantage would mean nothing because of Black's counter-play on the Queen's file and strong King's side pawns. Analysing later I have found very good winning chances after 25. P—B4; 26. B—Q1, R—Q7; 27. B—Kt3!, R × QKtP; 28. R—Q1 or, for instance, 27. QR—Q1; 28. R—K1!, R × QKtP (28. P—K5; 29. B—K7! and 30. B—B6); 29. B—R3, R(Kt7)—Q7; 30. B—B1, R(7)—Q6; 31. B—Kt5, R(1)—Q2; 32. R × P. A variation with many fine points, not so easy to see over the board with limited time for reflexion.

23. R—B3! B—B3?

As he touched the Bishop he saw it! An old story. But it should have been seen a move earlier.

Black's only chance was 23. P—B4. After 24. R—R3 he has a choice, K—B2 or Kt—Kt2. But not 24. B—Kt2?; 25. Q—R7 ch, K—B2; 26. R × BP ch!

In the tournament book I gave the variation I had planned: 24. K—B2; 25. B × BP, P × B; 26. Q—R5 ch, K—B3;

27. P—KKt4, with the nice continuations 27. R—R1; 28. Q×P ch, K—Kt2; 29. R×B! (29. R×R; 30. R×Kt or 29. P×R; 30. Q×P ch, K—B2; 31. R—B3 ch) and 27. P×P?; 28. Q×P!, R—KKt1; 29. R—B3 ch, Kt—B5; 30. R×Kt ch, B×R; 31. R—KB5 ch, K—K3; 32. R—KKt5 ch, K—B2; 33. Q—B5 ch, K—K1; 34. R×R mate!

But Black has a better defence, 27. Kt—Kt2! White must be satisfied with a plus pawn: 28. B—Kt5 ch, K—K3; 29. Q—Kt6 ch, B—B3; 30. P×P ch, K—Q2; 31. B×B, R×B; 32. Q×Kt and now, for instance, 32. Q—KKt1. Bad is 32. Q—Kt3 ch; 33. P—B5, Q×KtP? because of 34. R×P ch!.

That white plus pawn ought to be sufficient to win, but not easily. I have tried to find other continuations of the attack after 24. K—B2, but without success. 25. Q—R7 ch?, Kt—Kt2; 26. R—R6, P×B; 27. Q×P ch, K—Kt1 only draws, as 28. R—R7? is refuted by 28. Q—K1!; 29. Q—R6, Kt—B4.

Instead of 27. P—KKt4 there is a nice try with 27. R—Kt3, R—KKt1; 28. R—B3, P—B5; 29. B×BP, Kt×B; 30. R×Kt ch B×R; 31. Q—B5 ch, K—Kt2; 32. Q—Kt4 ch, but 32. K—R2! refutes it.

Against 24. Kt—Kt2 25. Q—R7 ch draws, as shown already. Correct is the quiet 25. B—B3!! The difference between K—B2 and Kt—Kt2 is that the Knight move does not contain the threat R—R1, so White gets time to save the Bishop. Now the main threat is

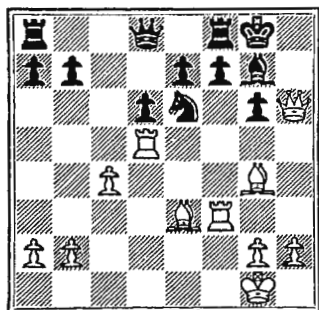
26. Q—R7 ch and 27. R—R6, and 25. K—B2 is answered by the strong 26. R—Kt5!, for instance, 26. R—R1; 27. B—Q5 ch, Kt—K3; 28. Q—Kt5. No better for Black is 25. P—K3; 26. Q—R7 ch, K—B2; 27. R—Kt5. The best chance I can see for Black is 25. K—B2; 26. R—Kt5, P—Kt3, but after 27. B×R, Q×B; 28. B—Q4 White ought to win.

I do not remember studying the move 24. Kt—Kt2 during the game. There was no special reason to: it was obvious that the answer to 23. P—B4 would have to be 24. R—R3, and that this offered very good chances. I had to economize with my time.

But what would I have played, 25. Q—R7 ch? or 25. B—B3! Of course nobody can tell, but one variation, which I had seen during the game, might have led me on the right track: the line 22. Kt—K5; 23. B—B3, Kt—B3; 24. R—QKt5. In the meantime I have just been presented with some threats against the black King in addition to the attack against the black QKt pawn.

24. Q—R6

B—Kt2



25. Q × P!

To the spectators, of course, this was the great treat. Many told me afterwards how surprised they had been. Then I could not help asking what move they had expected—the retreat to R4? Then Black would obviously have a winning game after 25. P—B4. So the decision was not difficult; I took three minutes but might have moved at once. Without this possibility I would have had to invent another move instead of 23. R—B3.

25. Kt—B5

There is little difference between this and 25. P × Q. But 25. Kt—B2, which may look strong at first glance, allows a mate in three with a new Queen sacrifice: 26. Q × B ch!

26. R × Kt P × Q

27. B—K6 ch R—B2

After 27. K—R2; 28. R—R4 ch, B—R3; 29. B × B, R—B4; 30. R × R, P × R; 31. B—B7, P—K4; 32. R—R3 there is no defence against the threat B—B8 mate. An amusing variation where the QB pawn suddenly plays a role is 29. P—

KKt4; 30. R × KtP, Q—Kt3 ch and now 31. P—B5!

After the text move material is about even and, as Black's Queen and Rook are spectators while all the white pieces attack the King, it is not so surprising that Black has no defence.

28. R × R K—R1

28. B—K4 would stave off mate, but after 29. R—KB5 ch and 30. R(B5) × B the black position is hopeless.

29. R—KKt5!

Really unanswerable. It is a struggle now between two Rooks and two Bishops on one side and one King and one Bishop on the other. There can only be one possible end.

29. P—Kt4

Grim humour. The Queen has accomplished nothing and now gets the square QR4.

30. R—Kt3 Resigns

In the tournament book I wrote: 'My sense of self-criticism is probably not strong enough. I really do not blame myself for that mistake on move 17!'

38

SANTA MONICA, 1966

White: T. Petrosyan

King's Indian

1. P—QB4 Kt—KB3

2. Kt—QB3 P—KKt3

In fact I have always had a feeling that the King's Indian is an incorrect opening! Because I also believe that all the leading

Soviet masters know more about it than I do, I feel I am embarking upon something very dangerous every time I play it against one of them. On the other hand, this may make me more watchful.

At this point in the tournament I had only scored half a point during the last five rounds! I had not been feeling well, and I had played without energy and concentration. So now I am playing an opening in which I am convinced that flabby routine play leads to disaster.

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| 3. P—KKt3 | B—Kt2 |
| 4. B—Kt2 | 0—0 |
| 5. P—Q4 | P—Q3 |
| 6. P—K3 | |

A solid continuation, also sometimes played by Botvinnik. Though Petrosyan had played it in the last game of his match against Spassky I had not expected it. When White plays with such restraint in the centre Black is permitted a wide choice of plans.

My next three moves were an inspiration over the board. Developing the Queen's Knight to R3 has its advantages and drawbacks. At least the Knight does not get in the way of the other pieces. I do not know if this system had been played before, but after this game it became 'theory'.

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| 6. | P—B3 |
| 7. KKt—K2 | P—QR4!? |
| 8. P—Kt3 | Kt—R3 |
| 9. 0—0 | P—K4 |
| 10. B—Kt2 | R—K1 |
| 11. P—QR3 | |

Later Petrosyan was not very satisfied with this move. It looks natural, depriving the black Knight of the possibility to jump to Kt5, but the weakness of the white QKt pawn plays an important role subsequently.

White's problem is how to prevent Black obtaining a fine

position by P—K5. 11. P—K4, P×P gives Black a well known variation with a move extra, White has lost a tempo with his King's pawn. Also 11. P—Q5, P—K5 is excellent for Black. The black Queen's Knight gets easily into play in these lines. This would also be the case after 11. P×P, when White would have a weak point on Q3.

Even after the text move 11. P—K5 was possible, but I preferred to prevent P—QKt4.

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| 11. | R—Kt1 |
| 12. P—R3 | P—R4 |
| 13. Q—B2 | B—K3 |
| 14. K—R2 | |

Almost a waiting move, as there is no guarantee that Black plays Q—B1. The real importance of this is minimal, but I decided to play Q—B2 as kind of a demonstration that the text move could not be the best—for psychological reasons.

Against 14. QR—B1 or KR—Q1 I would have played 14. Q—B1; 15. K—R2, P—QKt4. The same or maybe 14. P—QKt4 at once would have been the reply to 14. P—K4.

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| 14. | Q—B2 |
| 15. QR—B1 | P—QKt4! |

After this Black has at least an even game. White's sharpest reply is 16. P—B5, but after 16. P×BP; 17. P×KP, Kt—Q2; 18. P—B4, P—Kt5! Black gets the better game. The weak white QKt pawn is very important here.

Petrosyan thought for half an hour, which might indicate that he was not satisfied with the position. His notes in the tourna-

ment book give the same impression: already at move 18 he begins to talk about White's difficulties!

After 16. P—Q5, P × QP; 17. Kt × QP, Kt × Kt; 18. P × Kt, Q × Q; 19. R × Q, B—Q2 White cannot use the open file for anything special, and the black Knight will later go to QB4. After Black's P—QKt5 the white Knight will be rather out of place. But even so it is not clear if Black has a tangible plus.

16. P × KtP P × KtP

17. Q—Q1

This passive move came as a surprise to me. I was expecting 17. Kt—K4, Q × Q; 18. Kt × Kt ch, B × Kt; 19. R × Q, R—Kt8 and considered this position about equal. Now I believe that Black has the better of it, for instance, 20. P × P, P × P; 21. Kt—B1, R—Q3 or 20. P—Q5, B—Q2 followed by P—Kt5 and Kt—B4.

17. Q—K2

18. Kt—QKt1

Again passive, but absolutely understandable. Black is prevented from opening the QKt file with P—Kt5, and the white QKt pawn gets solid protection.

After 18. P—Q5, B—Q2 Black would have fine prospects on both wings: On one by P—Kt5, answering P—QR4 with Kt—B4; on the other by Kt—R2 followed by P—KR5 or P—B4.

18. B—Q2

19. Kt—Q2 P—K5

An important step forward. My only worry was the white sacrifice 20. P—Q5, Kt—B4; 21. R × Kt, P × R; 22. B × Kt,

with a centre pawn for the exchange. But Black keeps the better position.

20. Kt—KB4 P—Q4

Black now has a clear advantage in space. Of the white pieces only the Knight on B4 is well placed.

That the text weakens QB4 is unimportant: White cannot make use of this square. It should be noted that the white Knights cannot get there.

21. Q—K2 Q—Q3

22. R—B2

Worth considering was 22. K—R1, but Black's P—KR5 would become a threat again later, after B—KR3.

22. R(K1)—QB1

23. KR—B1 R × R

24. R × R P—KR5

25. Kt—B1 P × P ch

26. P × P P—Kt5!

An important move. The diagonal QR3—KB8 will now play a role in Black's plans. If the Bishop moves to QR3 it will threaten the white Knight and share in the attack against the weak white Kt pawn.

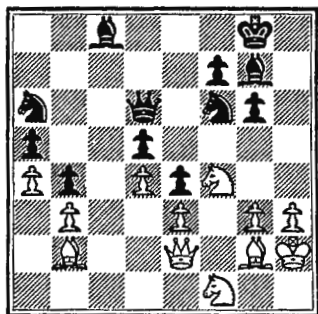
I considered this a winning position—and told Donner that if I did not win it I would really go and see a doctor.

27. P—QR4 R—QB1

28. R × R ch B × R

(See diagram on facing page)

The black superiority may be described in many ways: more space, better pawn structure, more active pieces. Very important, the white Queen's Bishop is bad, and not just temporarily; as



Position after 28. B x R

a matter of fact it is doomed to passivity for the rest of the game. In relation to the fixed centre pawns the black Queen's Bishop is also 'bad', but if you look at its possibilities, above all on the diagonal QR3—KB8, it is difficult to term it a bad Bishop.

On the contrary it is so strong that the world champion makes up his mind to exchange it! Not a very attractive resort but, as already hinted, White might find it difficult to hold the KKt pawn when Black played the Bishop to QR3 and was ready to chase the white Knight away with P—Kt4.

Very bad would be 29. Q—Kt5?, P—Kt4; 30. Kt—K2, Q—B2. The white Queen cannot achieve anything unsupported, of course.

29. P—R4 Kt—B2

30. B—R3 B x B

When one of the opponent's Bishops is very bad, it is as a rule sound policy to trade off the other one. After 30. B—QR3 White might get a little play on the King's side with P—Kt4.

31. Kt x B B—B1

32. K—Kt2 Q—B3

33. Q—Q1 B—Q3

34. Kt—B2

If this Knight returned to B4, it would probably sooner or later be taken by the black Bishop, and we would be approaching an ending with Knight against bad Bishop. Also White would get an isolated Rook's pawn or an isolated Queen's pawn, depending on whether he recaptured with Kt pawn or K pawn.

34. Kt—K3

35. B—B1 Kt—Kt2

The black Queen is also unable to carry through an attack alone.

35. Q—B6; 36. B—Q2, Q—Kt7 would be a blind alley.

36. B—Q2 Kt—B4

37. K—R3 Q—B1

38. K—Kt2

White refrains from P—Kt4, the only move in the position that could give him a little air. But after 38. P—Kt4, Kt—R3; 39. B—K1, Kt—R2 Black stages a direct attack, beginning with P—B4 or P—Kt4.

38. K—Kt2

39. Kt—R1 Kt—R3

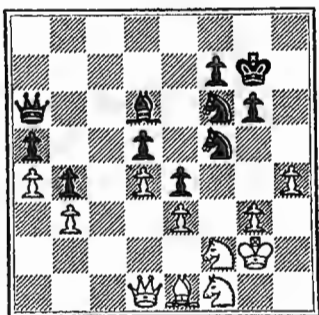
40. B—K1 Q—R3

During this tournament I had been in time trouble a little too often, but here everything could be played in quiet and order. I had several minutes left for the last move before the control, and the move is excellent.

41. Kt—B2 Kt—B4

(See diagram overleaf)

The sealed move. Then I analysed the position until seven



Position after 41. Kt—B4

o'clock in the morning. There were only two hours left for sleep but I became absolutely confident that I could win.

The threat is $Q \times Kt$ ch. White must defend with 42. $B-Q2$ or 42. $Q-Q2$. Not surprisingly, Petrosyan chooses the Queen move. Now that the Bishop has finally reached the King's side it would be sad to move it back. After 42. $B-Q2$ Black may play something similar to the game continuation, but I intended a more direct attack: 42. $Kt-R4$! Then 43. $P-Kt4$, $Kt \times RP$ ch; 44. $K-R3$, $Kt-B6$; 45. $P \times Kt$, $Q-B1$ ch; 46. $K-Kt2$, $Q-KB4$ gives a decisive attack, and after 43. $Kt-R1$, $B-Kt1$; 44. $Q-K1$ Black also wins with a knight sacrifice: 44. $Kt(R4) \times P$; 45. $Kt(R1) \times Kt$, $Kt \times RP$ ch; 46. $K-R1$, $B \times Kt$; 47. $Kt \times B$, $Kt-B6$; 48. $Q-B2$, $Q-Q6$ or 48. $Q-Q1$, $Q-Q6$; 49. $Kt-B1$, $Kt \times B$; 50. $Kt \times Kt$, $Q \times KP$; 51. $Kt-B1$, $Q-B7$ and wins easily.

42. $Q-Q2$ $B-Kt1$
43. $Kt-Q1$ $Kt-Kt5$

44. $K-Kt1$ $P-B3$!

The clearest winning procedure, on which I had only concentrated after rejecting another idea: the exchange of one pair of Knights, $P-B4$, the knight to be posted on $KB3$ or $KKt5$, and then $Q-Q6$. It gives many chances, but not a clear win.

Advancing the Knight's pawn is logical. Black wins still more space, and there are possibilities of breaking into the white position via the KB or KR file.

45. $K-Kt2$ $P-Kt4$

46. $Kt-B2$ $Kt-R3$

47. $P \times P$

If White lets the exchange take place on $R4$ he gets a vulnerable King's position and an untenable KR pawn. To 47. $P-R5$ the reply would be 47. $P-Kt5$. White still cannot play 48. $Q-Q1$? because of $Q \times Kt$ ch so that Black can quietly play $Kt-K2$ and $P-B4$. If he likes, he may then take the Rook's pawn before the killing Knight manoeuvre to $KB6$.

47. $P \times P$

48. $Kt-Q1$ $K-Kt3$

49. $Kt-R2$ $P-Kt5$

50. $Q-QB2$ $B-Q3$

51. $Kt-B1$ $Kt-Kt1$

It is possible to imagine two different winning manoeuvres, Knight to $KB6$ and Queen to $KR6$. The former, however, is difficult to carry out because of the threats against the black KKt pawn. But against the latter there is no defence. I had already made up my mind to use this Queen manoeuvre, but for safety sake I wanted to pass the time control at move 56 before I did

anything irrevocable. I was very sleepy! This explains moves 53 and 56.

52. Kt—R2	Kt—B3
53. Kt—B1	K—R4
54. Kt—R2	K—Kt4
55. Kt—B1	Kt—R4
56. B—B2	Kt—B3
57. B—K1	Kt—R4
58. B—B2	Q—R1!
59. B—K1	Q—R1

White cannot do a thing.

60. Q—B6	B × P
61. B × B	Kt(R4) × B

Resigns

I did not get the opportunity to offer my Queen this time! There might have followed 62. Kt × Kt, Q—R6 ch; 63. K—B2, Q × Kt ch; 64. K—K2, Q × P ch!

But I am more proud of this positional game than the Queen sacrifice on KKt6.

And I didn't see the doctor!

☆ XII ☆

FANTASTIC RESULTS

THIS YEAR started miserably. At a small New Year tournament in Stockholm I lost my first three games! Ultimately I shared third place in relatively weak company—Keres was far ahead. Immediately afterwards, in Beverwijk, I got off to a similar bad start, but afterwards fought energetically and came close to the leaders. In the penultimate round I had to beat Spassky, when there would be a chance of tying for at least first place, but I lost and afterwards, disappointed, also lost my game in the last round, dropping back to fourth place.

In the Monaco tournament in April I tied third with Geller, after Fischer and Smyslov. My play was good one day and bad the next, maybe because of stomach trouble. The stomach is an essential part of a chess master; it must be able to adjust to many changes of diet, and mine used to be very good in this respect. Monaco was the exception. However, I consider game No. 39 one of my very best.

In a small tournament in Dundee in July I lost to Gligorić, who had for some time been one of my best 'clients'—I had beaten him five times in succession! So he won the tournament, and I was extremely lucky to tie for second place with Olafsson.

In this fashion, during the first half of the year, my results were erratic until I flew to Cuba in the middle of August. When I returned home just before Christmas I had taken first prize in four strong tournaments! Such a series had not been seen before in chess history—and, of course, it was crazy of me to play so much tournament chess in such a short period.

The Havana tournament was very strong, with twelve grandmasters among the twenty participants. It was very hot, and how I sweated! But I was not ill, as during the Olympiad the year before, and I played many good games. Result: 15 points from 11 wins and 8 draws. In two games I was a little lucky to escape from a lost position, but on the whole I played very well and deserved my victory: Larsen 15, Taimanov 13½, Smyslov 13, Polugayevsky 12, Filip and Gligorić 11½, Donner and Bednarski 10, Pachman and Barcza 9½, Schmid and Cobo 9 etc.

Of the four games I have chosen I consider the one against Gligorić one of my most beautiful attacks. The fight against Taimanov was hard, while the games against Schmid and Bednarski contain many nice tactical points. That they all have the move P—QR4 in common is a curious coincidence. It has been said that I use my Rook pawns more than most masters!

My next stop was Canada, where a tournament had been arranged in Winnipeg with nine grandmasters among the ten participants. Unfortunately, the play in this tournament was not very interesting, one reason being that Keres and Spassky were not in their best form. I was tired after Havana and did not play very well, except in the last two games. Nevertheless, I managed to tie for first place with Darga, with 6 points, the Russians both scoring $5\frac{1}{2}$. Game No. 44 was played in the last round.

Quickly by plane to Tunisia, where the Interzonal was to take place in Sousse. I also won this tournament! After Fischer's departure no one tried very hard to take first prize, the important thing being to qualify for the Candidates' tournament. But I ended with $15\frac{1}{2}$ points; Geller, Korchnoi and Gligorić got 14, Portisch $13\frac{1}{2}$, Reshevsky, Stein and Hort 13, Matulović $12\frac{1}{2}$, etc. I did not play as imaginatively as in Havana, but I played several good endgames. As in this book I must give complete games, I have chosen one against Gipslis, No. 45. It will probably not startle the reader, but it is played with confidence and precision.

Then to Mallorca! I began with five wins, against Damjanović, Lehmann, O'Kelly, Bednarski and Gligorić! Where I got the energy I do not know, but there was not much left of it now. Later I played good games (Nos. 46 and 47) but in the last rounds I played so badly that my two Russian rivals almost caught me. But all ended well: Larsen 13 pts. (17 rounds), Smyslov and Botvinnik $12\frac{1}{2}$, Portisch $11\frac{1}{2}$, Gligorić $10\frac{1}{2}$, Ivkov 10 etc.

A total of sixty-six tournament games in four months. I must repeat that this is absolutely crazy, and I shall probably never do it again. But it went fantastically well.

39

MONACO, 1967

White: E. Geller

Sicilian

1. Kt—KB3 P—QB4
 2. P—QB4 P—KKt3
 8. P—Q4 P×P
 4. Kt×P B—Kt2

Gives White the opportunity to transpose into the genuine Maroczy Bind. Some masters prefer 4. . . . Kt—QB3; 5. P—K4, Kt—B3; 6. Kt—QB3, Kt×Kt; 7. Q×Kt, P—Q3, called the Gurgendze Variation. But then it is necessary to be well acquainted with the complications after 8. P—B5!?, B—Kt2; 9. B—QKt5 ch, B—Q2; 10. P×P, 0—0!, and as a matter of fact I wasn't. It is a common belief that grandmasters know everything, but that is not really true. However, in most cases they are wise enough to avoid sharp theoretical lines which they do not know very well. To know means more than to have glanced at an article in a chess magazine, it means to have studied the problems yourself.

5. P—K4 Kt—QB3
 6. B—K3 P—Q3

Black refrains from the so-called Breyer Manœuvre, 6. . . . Kt—B3; 7. Kt—QB3, Kt—KKt5; 8. Q×Kt, Kt×Kt. I have played it several times and feel at home in this line, but for once I wanted to try something different.

7. B—K2 Kt—R3!
 Recommended long ago by

Simagin. The move is absolutely logical: the Knight does not get in the way of the Bishop and the KB pawn. A rather different question is whether 6. . . . Kt—R3 is better, but 6. . . . Kt—R3; 7. B—K2, P—B4; 8. P×P, Kt×P; 9. Kt×KKt, Q—R4 ch; 10. Kt—B3, Q×Kt(B4); 11. P—B5! probably favours White, and 9. . . . B×P; 10. Kt—Q2, P×Kt; 11. B—R5 ch, K—B1; 12. Q—B2! (Unzicker-Filip, 1957) kills Black.

We see that White cannot play 8. P—KKt4 at this point; Black can take it with both Bishop and Knight.

8. 0—0 0—0
 9. Q—Q2 . . .

This was recommended by most theoreticians after Petrosyan had played it against Heinicke in 1957. I do not believe that it is better than 9. Kt—QB3, P—B4; 10. P×P, P×P; 11. P—B4. Kavalek played that against me in Sousse, and many experts consider the position favourable for White. This was not proved in our game, for after 11. . . . B—Q2; 12. P—KR3, Q—Kt3; 13. Kt×P, Q×P a complicated and very unclear position arose. But both 11. . . . B—Q2 and 12. P—KR3 are under suspicion of not being the best. Furthermore 10. . . . P×P is not the only option Black has. It was

Simagin's original idea, but when I played the move it was called original, remarkable—and dubious!

9. Kt—KKt5
 10. B × Kt B × B
 11. Kt—QB3 Q—R4!

At this point the game Petrosyan—Heinicke, Vienna, 1957, continued: 12. P—B4!?, Kt × Kt; 13. B × Kt, P—K4; 14. P × P, P × P; 15. B—K3, QR—Q1; 16. Q—KB2 and White had the better game, but Black's 15th move is a grave mistake and the others are under suspicion. That this game proves anything I do not believe, and we shall soon see that Geller doesn't either. Probably we would have had more confidence in a variation if Heinicke had beaten Petrosyan with it!

Of course, it is equally possible that Geller just preferred to avoid the improvement I probably held ready.

After the game mentioned people started playing 11. R—B1, which I regard as weaker. In Bhend-Keres, Zürich, 1959, White was on top after 12. P—QKt3, P—QR3; 13. QR—B1, Q—R4; 14. P—KR3, B—Q2; 15. Kt × Kt, P × Kt? 16. P—B5! (with luck Keres saved half a point).

12. QR—B1 KR—B1
 13. P—QKt3 P—QR3

To have the King's Rook on QB1 instead of the Queen's Rook gives Black many advantages. He avoids tricks of the type: Kt—Q5, Q × Q; Kt × P ch because his King can go to B1. In some cases P—QKt4 is feasible because White cannot take the pawn without losing his QR

pawn. In other cases Black prepares P—QKt4 with QR—Kt1.

In *Chess Informant* the possibility 14. P—B4!? is suggested by Matapović, but Geller preferred a continuation more directly aimed at Black's P—QKt4.

14. R—B2 P—QKt4!

But the move came anyway and Geller thought for forty-five minutes. I do not know why he rejected 15. P × P. Maybe he did not like 15. P × P; 16. Kt(Q4) × P (after 16. Kt(B3) × P, Kt × Kt; 17. Kt × Kt, R × R the QR pawn goes), Kt—Kt5; 17. R—Kt2, B—Q2; 18. Kt—Q4, Q—R3, which offers Black a certain initiative for the pawn—but I would probably have played 15. B × Kt with a rather even game. Once Black has started his advance on the Queen's side, the absence of the King's Bishop is not too grave a handicap because White does not get time to concentrate on a mating attack!

Besides, the line chosen by Geller looks very promising.

15. Kt—Q5 Q × Q
 16. R × Q B × Kt
 17. B × B QR—Kt1!

Black refuses to make any concessions. As the two moves by White that appear as threats in several variations, Kt—Kt6 and Kt—K7, both attack the Rook on QB1, the most obvious idea is to move this Rook away, but then White would gain possession of the QB file. After 17. R—Q1 both 18. B—Kt6 and the simple 18. P × P, P × P; 19. R—B1 are very good for White.

The text move, which Geller

probably had underestimated, when he played 15. Kt—Q5, has several fine points. 18. P—B5, P × P?; 19. B × P gives White a slight advantage, but Black plays 18. P—B5, B—K3!; 19. P × P, B × Kt; 20. P × B, Kt × B; 21. R × Kt, P × P. This ending ought to be practicable for White, but he has some problems. His QP is more difficult to protect than Black's, and Black controls the QB file. It is more important than the K file because it is further away from the Kings.

18. R—B1 K—B1

Now Black has solved all his problems. The position must be called absolutely even but, as I have said several times, I like to have a majority of centre pawns. In this case I had another purely practical advantage: Geller had used more time than I had.

19. Kt—Kt6 is bad now because of 19. Kt × B, but 19. B—K3 is a serious possibility. Probably Black should play 19. P × P; 20. Kt—Kt6, R—Q1; 21. R × BP, Kt—K4; 22. R—B7, Kt—Q2, which would very likely lead to a quick draw.

19. B—Kt2 P × P
20. R × P K—K1
21. R(Q2)—B2

Geller only had half an hour left for twenty moves, and the text is probably a slight inaccuracy. However, the position is already awkward for him, it being easier for Black to play actively, e.g. P—QR4—R5. The different-coloured Bishops do not guarantee the draw so long as there are other pieces on the board.

21. P—K5? was impossible because of 21. Kt × P.

21. K—Q2
22. P—B8

At each of the following moves White must consider the threat B × Kt, so 22. Kt—K3 deserved consideration, with 22. B—K3; 23. R—R4 to follow, but not 23. R(4)—B3, Kt—Kt5!, when Black wins a pawn.

Geller had only sixteen minutes now!

22. B—K8
23. R—Q2 P—QR4
24. P—KR4

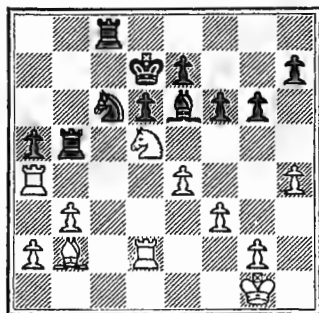
This move puzzled me, but perhaps it was not so strange that White should give his King a flight square on KR2, and the move may also have a certain effect against a black pawn advance on the King's side. But it is also easy, of course, to imagine continuations where the move proves a weakness. In some lines Black may play P—B4, and after P × KP; P × KP White's KKt4 square is weak.

24. R—Kt4
25. R—R4 P—B3!

A good move, and also very shrewd. In his hurry Geller did not see the point.

Subsequently I have wondered if it would have been even smarter to play these moves in the opposite order, 24. P—B3!; 25. R—R4, R—Kt4 leads to the position in the actual game, but perhaps White plays 25. K—R2?. However, the order chosen is probably preferable, because White might play 24. P—B3; 25. R—B1. In the game this move was impossible:

25. R—B1?, B × Kt; 26. R × B, R × R; 27. P × R, Kt—Kt5; 28. R × R, K × R; 29. B—B3, Kt × RP; 30. B × P, Kt—B8; 31. P—QKt4, Kt—K7 ch and 32. Kt—B6.



White ought to play 26. B—R3, threatening Kt × BP ch! Black defends with 26. B—B2, when White may get three pawns for the Knight; but that is not enough, as the pawns are not very dangerous after 27. Kt × P ch, P × Kt; 28. R × QP ch, K—K1; 29. R × BP. After 26. B—B2 Black's plan might be P—B4 in order to isolate the white King's pawn. As indicated already, the black Knight may later land on KKt5.

26. K—R2? B × Kt!
27. R × B R × R
28. P × R Kt—Kt5
29. R × P

After 29. B—R3, R—B7?; 30. B × Kt, P × B; 31. R × P, R × RP; 32. R—Q4, R—Kt7; 33. P—QKt4 the Rook ending is much better for White than in the game and almost certainly tenable. But Black plays 29. B—R3, Kt—Q6!; 30. R—Q4, Kt—K8, for instance, 31. R—K4, Kt—B7; 32. B—Kt2, Kt—Kt5 or 31. R—

Q2, R—B7; 32. R × R, Kt × R; 33. B—B1, Kt—Kt5; 34. B—Q2, Kt × RP; 35. B × RP, Kt—B8; 36. P—QKt4, Kt—K7; 37. P—Kt5, Kt—B5; 38. P—Kt6, K—B1 and wins.

29. R—B7

We now see the importance of 25. P—B3: the black King obtained the flight square KB2! Otherwise White would save himself in several variations with Rook checks on R7 and R8—for instance, after 30. B—R3, Kt—Q6. But now the fact of the matter is that the Bishop would be very unhappy on QR3. For instance, 31. P—QKt4, Kt—B5; 32. P—Kt5, Kt × QP or 32. K—Kt3, P—Kt4; 33. P × P, P × P; 34. K—Kt4, R × KtP ch; 35. K—B5, Kt × P!

Absolutely hopeless for White is 30. B—Q4, R × RP. After the exchange of Rooks the Queen's pawn falls, and after 31. R—Kt5 follows the beautiful 31. Kt × P!! (32. R × Kt, K—B3).

30. P—R3 R × B

I was fairly sure that I had a choice between two winning lines here. Such a choice is difficult. You may say that I chose the cautious continuation, a Rook ending where White is doomed to passivity. Then the only question remaining for Black is to find a win.

In the other line, 30. Kt—Q6, White keeps his two connected passed pawns, which at least guarantees him certain counter-chances. Black wins at least a pawn on the King's side, and probably White must also give up his Queen's pawn. There is not much doubt that Black

wins by correct play, but critical positions may arise where one small *faux pas* gives White a draw or even more. Look, for instance, at the variation 31. B—R1, Kt—B5; 32. K—Kt3, P—Kt4; 33. P×P, P×P; 34. R—R7 ch, K—K1; 35. K—Kt4, R×KtP ch; 36. K—B5, Kt×P. We have seen something similar before, in the note concerning 30. B—R8. But there the QR pawn was in danger and the Bishop was almost trapped. Here White plays a move like 37. K—K4 and still hopes for an opportunity to advance his two passed pawns.

31. P×Kt R×QKtP

32. R—R7 ch

32. R—Kt5, K—B2! ties up the white Rook completely. Then Black fixes the King's side pawns in a practical way, and in most cases the winning procedure will be to play the Rook to K4 and threaten P—K3. If, during these manoeuvres, White tries to break out with R—R5 Black replies K—Kt3. The weakness of the white Queen's pawn is an important factor. We may illustrate the process with this variation: 32. R—Kt5?, K—B2!; 33. P—B4, P—R8; 34. P—Kt3, R—Kt7 ch; 35. K—Kt1 (35. K—R3, P—R4!, zugzwang), P—Kt4; 36. BP×P, BP×P; 37. RP×P, RP×P; 38. K—B1, P—Kt5; 39. K—Kt1, R—K7; 40. K—B1, R—K4; 41. K—B2, R—B4 ch; 42. K—Kt1, P—K3; 43. K—Kt2, R×P (... P×P also wins); 44. R×R, P×R; 45. K—B2, K—Kt3; 46. K—K3, K—Kt4; 47. K—Q4, K×P; 48. K×P, K—B6; 49. K×P, K—Q5 and wins.

Also 32. P—Kt5 would put the white Rook in a very unhappy situation. Black plays his King to KB2 in order to play: R—Q6; P—Kt6, R—QKt6; R—R6, R—Kt4, winning one of the pawns.

32. K—K1

33. R—R8 ch

Really an inaccuracy, as the black King would go to B2 anyway. But White could not use the tempo he loses! However, it is worth noting, before going further, that this line would also have been a draw if Black hadn't had the square KB2 available for his King.

33. K—B2

34. R—QKt8 R—Q6

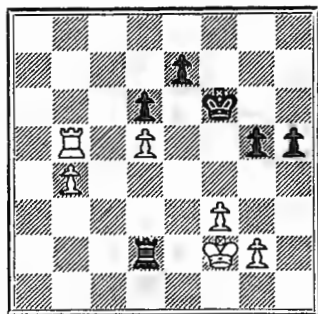
35. R—Kt5 R—Q5

36. K—Kt3 P—Kt4!

The white Rook is tied up, and the black Rook wants a little more room for manoeuvring. Furthermore the black King gets KB3.

If White should conceive the idea of a pawn sacrifice with 37. P—R5, Black has a choice between 37. R—R5 and 37. P—B4 followed by K—B3. But he can take the pawn safely enough: 37. R—R5; 38. R—Kt8, R×P; 39. P—Kt5, R—R5; 40. P—Kt6, R—QKt5; 41. P—Kt7, P—R4, for instance, 42. K—B2, P—R5; 43. P—Kt4 else K—Kt2, P—B4 and P—Kt5, R—Kt7 ch; 44. K—Kt1, K—Kt2; 45. K—R1, P—R6; 46. K—Kt1, P—R7 ch; 47. K—R1, K—B2 with zugzwang; after the disappearance of the passed pawns Black wins easily.

37. P × P P × P
 38. K—B2 R—Q7 ch
 39. K—Kt3 P—R4
 40. K—R3 R—Q6
 41. K—Kt3 K—B3
 42. K—B2 R—Q7 ch



The sealed move. The move is excellent, but more 'practical' would have been 42. K—K4, in order to analyse the position after 43. R—Kt7, K—B3; 44. R—Kt5 at the hotel!

I analysed until 3.30 a.m. and Geller told me later that the position had kept him awake until 5 o'clock. He had reached the verdict: lost. As the simplest winning method he regarded P—R5 followed by a Rook manoeuvre to K4. I had looked at that, too, but preferred a line which gave my Rook more freedom.

43. K—Kt3 R—Q5
 44. K—R3 P—Kt5 ch
 45. P × P R × KKtP
 46. R—Kt8 R—Q5
 47. R—Kt5 R—K5
 48. R—Kt8 R—K4
 49. R—Kt5

White wants to deprive the black King of the square K3. After 49. P—Kt5, R × P; 50. P—

Kt6, R—QKt4 Black wins easily with K—K8—Q2.

49. P—K3
 50. R—Kt8 R × P
 51. P—Kt5
 Or 51. K—R4, R—Q7.
 51. R—Q5
 52. R—KR8
 Or 52. P—Kt6, R—QKt5;
 53. P—Kt7, K—K4 followed by
 K—Q4, P—K4, and
 K—B3.

52. R—QKt5
 53. R—R6 ch K—B2
 54. R × RP K—Kt3
 55. P—Kt4 P—Q4
 56. R—K5 K—B2

More exact than K—B3, which would chase the white Rook away from a bad square and allow a later P—Kt5 with check.

57. K—R4 R × QKtP
 58. R—K1
 58. P—Kt5, R—Kt5 ch;
 59. K—R5?, R—K5!; 60. R × R, P × R; 61. K—Kt4, P—K4! wins at once, and in case of 59. K—Kt3 there are several methods. The easiest may be 59. R—Kt3, for instance, 60. K—B4, K—Kt3; 61. R—K1, R—Kt5 ch; 62. K—K5, R—Kt5!, when 63. K × P is impossible because of 63. R—K5 ch.

58. P—Q5

The plan is: after 59. P—Kt5, P—Q6 the black Rook is posted behind this pawn, on Q4; when the white King goes after the Queen's pawn Black gets a won ending with King and King's pawn against King. This is a very simple method, although not in accordance with the good old rule that united passed pawns should advance together.

But after White's next move I changed my plan; now the King could support the Queen's pawn.

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|-----------|------|
| 59. R—QR1 | K—B3 |
| 60. R—R8 | R—Q4 |
| 61. K—Kt3 | P—Q6 |
| 62. R—R1 | K—K4 |
| 63. K—B2 | K—Q5 |
| 64. R—R7 | P—K4 |
| 65. P—Kt5 | P—K5 |

66. R—R4 ch K—K4
Resigns

This game was played in the penultimate round, the last part of it being played in the morning, just before the last round. Half an hour after resigning it Geller had to play Fischer. Sleepy he certainly was, and probably not in the best of spirits—but he won! Bravo!

40

HAVANA, 1967

White: S. Gligorić

Nimzo-Indian

- | | |
|-----------|--------|
| 1. P—Q4 | Kt—KB3 |
| 2. P—QB4 | P—K3 |
| 3. Kt—QB3 | B—Kt5 |
| 4. P—K3 | P—QKt3 |

I had not played this move for many years. I used to be afraid of the variation 5. Kt—K2, B—R3; 6. Kt—Kt8. I do not know if the text move was a surprise to Gligorić, but he may have been afraid of a theoretical improvement; at least he did not choose the continuation which theory considers the critical line.

- | | |
|----------|-------|
| 5. B—Q3 | B—Kt2 |
| 6. Kt—B8 | Kt—K5 |

Other possibilities are 6. P—B4 and 6. 0—0; 7. 0—0, P—Q4. At the time the text move was not in very high esteem.

- | | |
|--------|-------|
| 7. 0—0 | P—KB4 |
|--------|-------|

Theory has not cared so much about this move. The acceptance of White's pawn sacrifice has been studied much more. But it was soon agreed that 7. Kt×Kt; 8. P×Kt, B×BP; 9. R—Kt1, B—R4; 10. B—R3,

P—Q3; 11. P—B5!, 0—0; 12. P×QP, P×QP; 13. P—K4 gives White more than enough for the pawn. This variation was played in a game Denker—Fine, New York, 1944. The only real problem is whether 10. P—K4 is still stronger.

For some time 7. B×Kt; 8. P×B, Kt×QBP; 9. Q—B2, B×Kt; 10. P×B, Q—Kt4 ch; 11. K—R1, Q—R4 was known as a drawing line, but then it was found that 12. R—KKt1, Q×BP ch; 13. R—Kt2, P—KB4; 14. B—R3 gives White an overwhelming attack, as in a match game Keres—Spassky, 1965.

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|-----------|------|
| 8. B×Kt?! | |
|-----------|------|

This had been regarded as a strong move. In my opinion it is not very good.

- | | |
|----------|------|
| 8. | P×B |
| 9. Kt—Q2 | B×Kt |
| 10. P×B | 0—0! |

The game Gligorić—Andersen, Copenhagen 1965, went: 10

Q—Kt4; 11. B—R3, Kt—R3; 12. P—B5, P—R4?; 13. Q—K2, Q—Kt5; 14. P—B3, P×P; 15. Kt×P, 0—0—0; 16. P—R3, Q—Kt6; 17. Kt—K5 and White won quickly. The text move was part of my opening recommendations for the Danish team before the chess Olympiad in Havana, 1966, but nobody got the opportunity to use it.

11. Q—Kt4 R—B4!

The very simple point: 12. Kt×P?, P—KR4!. In fact Gligorić had seen this, when he analysed his game against Andersen, but he had forgotten it! Now he was angry with himself because of that.

How can White activate his Bishop? Will the pawn at QB4 become a weakness? White has certain problems already. His next move is probably the best.

12. P—Q5!? R—Kt4

13. Q—B4 P×P

14. P×P B×P

15. P—B4 B—B3!

Much better than B—Kt2, as pawn and Bishop protect each other. The Knight does not need this square.

But I thought for a long time here. I was tempted by 15. B—K3!? in order to create threats against the white QB pawn as quickly as possible. But White answers 16. Q×KP and gets attacking prospects with an advance of the KB pawn.

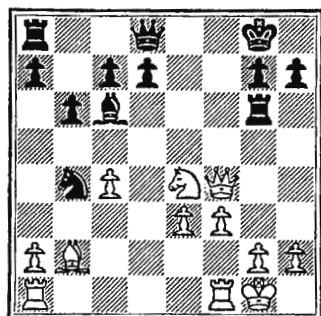
16. Kt×P R—Kt3

17. B—Kt2 Kt—R3

Black has a microscopic advantage because of the weak white pawns on the Queen's side. Now White ought to play

18. Kt—Kt3, preparing P—K4, which I would probably have answered with 18. Q—Kt4. After the exchange of Queens I would try to exploit the white pawn weaknesses.

18. P—B3? Kt—Kt5!



Black starts his attack! The threat Kt—Q6 does not look very dangerous, but closer study reveals White's difficulties.

After both 19. KR—Q1 and 19. Kt—B2 we begin to see threats against the white KB pawn, both 19. Q—K2 and 19. Q—KB1 being strong replies.

19. B—B3 Kt—Q6

Gligorić was more afraid of 19. Q—K2, but it yields very little, White can play either 20. Kt—Kt3, R—KB1; 21. B×Kt, Q×B; 22. Q×P or 20. B×Kt, Q×B; 21. Q×P, B×Kt; 22. P×B, Q—Q7; 23. P—Kt3.

20. Q—B5 Q—R5!!

If I had not foreseen my 25th move I would have been satisfied with 20. Q—K2; 21. Kt—B6 ch, R×Kt; 22. Q×Kt, when the game is almost even, although Black may still

claim that the white Queen side pawns are weak.

Of course this does not mean that I calculated five moves ahead in all variations, but the game continuation decided for me the question where to go with the Queen. I would only allow my own pawns to be weakened if I got a strong attack from it.

21. Kt—B6 ch

It is hard to find a better move.

21. QR—Q1, Kt—B4!; 22. Kt × Kt, R—KB1! gives Black a decisive attack.

21. P × Kt

22. Q × Kt R—R3!

It is important to play this at once, otherwise White consolidates his King's position with B—K1—Kt3.

23. P—KR3 K—B2!

Making room for the other Rook. There is no longer any absolutely satisfactory defence for White, which perhaps is not surprising, as all the black pieces are combining in the attack.

It is true that the direct attack could be averted with 24. Q—Q4, Q—Kt4; 25. Q—B4, but after 25. Q × Q; 26. P × Q, R—R4 the endgame is nearly hopeless. The white pawn majority on the King's side is not worth very much, while on the other wing Black may get two connected passed pawns.

24. B—K1, Q—R4 does not solve White's problems either, for instance, 25. K—R1, R—KKt1 (threatens Q × P ch); 26. Q—K2, Q—KB4. Or 25. P—K4, R—KKt1; 26. P—KR4, R(R3)—Kt3.

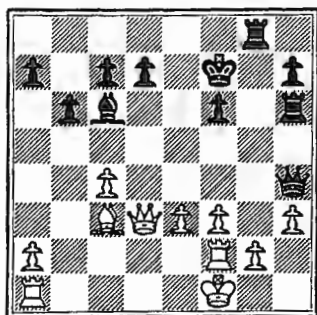
So long as White does not play

P—K4 the black Bishop is active in many combinations. But it is difficult for White to find the time for this move: 24. P—K4, R—KKt1; 25. K—R1?, Q × RP ch. Also 24. Q—K2, R—KKt1; 25. K—R1, R—Kt6. 26. P—K4 is of no avail; not only can Black play 26. R × RP ch and win Queen and two pawns for two Rooks, he also has 26. B × P!, the point being 27. P × B, R × RP ch; 28. P × R, Q × RP ch; 29. K—Kt1, R—Kt3 ch; 30. K—B2, Q—Kt6 mate!

When I played 20. Q—R5 I did not look too deeply into these variations. With the white King on the Rook or Knight file Black must get a crushing attack. But cannot the white King escape? This possibility I studied carefully. If only White can get his King into safety he has an even game. Gligorić tried that.

24. R—B2? R—KKt1

25. K—B1



25. R × P!

The reason I am proud of this sacrifice is that I saw it long before. The combination itself is not very difficult. But without it White would be all right, for

instance, 25. R(R3)—Kt3;
26. Q—Q4!

26. R × R Q × RP

Black has three threats, Q × P ch, B × P and R—Kt3. White can defend against two of them, but not all three. The variations are really quite simple.

Gligorić had thought of the Rook sacrifice, at least when he played 24. R—B2. He explained afterwards that he had overlooked that the black Queen was defending the Queen's pawn! This is important in the variation 27. K—Kt1, B × P.

People who have studied the psychology of errors claim that the long diagonal move back-

wards is one of the categories of moves that are overlooked most frequently. Here, then, is an example of such an oversight. But of course it is also true that you overlook something more easily if you have been under pressure for some time. In fact this game has, since 11. R—B4, taken such a course that Gligorić has been feeling he had his back to the wall. And in the position where the oversight was made he had no absolutely satisfactory continuation.

27. P—K4 R—Kt3

Resigns

Because of 28. Q—K2, Q—R8 ch.

41

HAVANA, 1967

Black: J. Bednarski

Sicilian

1. P—K4 P—QB4
2. Kt—KB3 P—Q3
3. B—Kt5 ch B—Q2
4. P—QR4?!

I had also played this move against Olafsson in Dundee, a month before. At that time I did not know that the Georgian master Gurgendze had played it several times. I played it in order to confront my opponents with unknown problems.

In fact I do not consider this move very strong. I find it less motivated here than in, for instance, the Bogo-Indian: 1. P—Q4, Kt—KB3; 2. P—QB4, P—K3; 3. Kt—KB3, B—Kt5 ch; 4. B—Q2, P—QR4!? In our game we may push back the white

King's pawn one step and the black Queen's pawn forward one; then we get a position of this type. But with the Queen's pawn on the third, Kt—K5 is prevented. Furthermore, after 4. Kt—QB3 Black may later answer B × Kt with P × B, as the pawn QB4 is protected by the Queen's pawn and the doubled pawns constitute no weakness in this case.

Does all this sound a little unclear? Well, these ideas are not very clear. 4. P—QR4 is of course playable.

4. Kt—KB3

Olafsson played 4. Kt—QB3; 5. 0—0, Kt—B3; 6. P—Q3,

P—KKt3; 7. QKt—Q2, B—Kt2; 8. Kt—B4, 0—0; 9. R—K1, P—QR3!; 10. B×Kt, B×B; 11. P—R5, Kt—Q2 with a rather even game, though Black's 9th move created a slight weakness in his position.

5. P—Q3

5. P—K5?, P×P; 6. Kt×P, B×B; 7. P×B, Q—Q4! is bad for White. This I knew very well, but I forgot it when I played against Geller in the Interzonal in Sousse. The game was played on the day Fischer, who had previously announced his withdrawal from the tournament, returned all the same to play his game against Reshevsky. On that day many masters were obviously more concerned about the Fischer problem than about their own games, and Geller accepted an early draw in a position where he thought he had the better prospects.

5. P—K3

Initiating a rather passive plan. 5. Kt—B3 looks better, and may transpose into my game against Olafsson.

6. 0—0 B—K2

7. P—K5! P×P

8. Kt×P P—QR3?

An unnecessary weakening.

8. 0—0 must be better.

9. B×B ch QKt×B

10. Kt×Kt Q×Kt

11. Kt—Q2

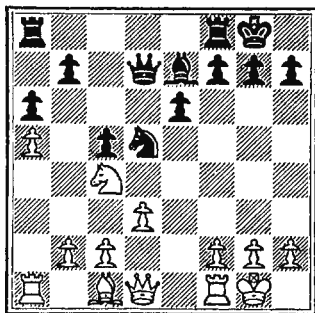
Probably 11. P—QR5 looks more natural; the continuation 11. P—QKt3; 12. Q—B3, Q—Q4; 13. Kt—K4 is strong, for instance, 13. 0—0; 14. B—Kt5 or 13. Kt×Kt; 14. P×

Kt, Q—B3; 15. Q—KKt3!, 0—0; 16. B—R6, B—B3; 17. P—K5.

11. 0—0

12. Kt—B4 Kt—Q4

13. P—R5



White's advantage is evident. Black's chances of undertaking something active are very limited. On the Queen's side his pawns are paralysed, on the King's side it is White who has more space.

To begin with White's plan is to build up threats on the King's side, which may oblige Black to put his pawns on the black squares; and this would saddle him with a very 'bad' bishop, a handicap in the endgame.

13. KR—K1

14. R—K1 B—B1

15. B—Q2 QR—Q1

16. R—K4 Q—B2

17. Q—B3 P—K4??

The decisive mistake! The Polish master forgets to take my next move into account.

If he wanted to play P—K4, he should have prepared for it with 17. P—B3 or probably better 16. P—B3. But later threats to his KR pawn would probably force him to play

P—R3 so that all the K-side pawns are placed on black squares. My opponent would then be weak on the white ones.

18. Q—K2! P—B3

19. P—KB4 B—K2!

Quite a nice defence: 20. P × P?, P—B4! But White just increases the pressure.

20. R—K1 P—KKt3

21. Q—B3 P × P

After 21. Kt × P; 22. B × Kt, P × B; 23. Q—K2 Black cannot escape the pin. After that a winning continuation for White would be Kt—Kt6 followed by P—B4 and Kt—Q5. After 23. K—B1 White may play 24. K—R1 first, to eliminate the desperate 24. Kt—Kt6, P—B5!?

22. Kt—Kt6!

For White's tactical threats his Knight is not very important but Black's Knight protects the Bishop and also both KB pawns—therefore exchange!

22. Kt × Kt

23. P × Kt Q—Q2

24. Q × BP!

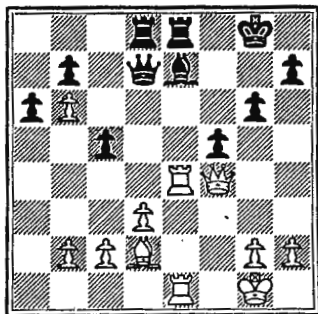
In case of 24. Q—K2?, K—B2 Black would survive. Now the threats on the King's file are combined with an attack against the KB pawn. To 24. K—B2 25. B—B3 is a convincing answer.

24. P—B4

(See diagram in next column)

Black has almost escaped, for instance, 25. R(4)—K2, B—B3.

25. B—B3!



Position after 24. P—B4

Please, a Rook! The offer cannot be declined: 25. B—B1?; 26. R × R, R × R; 27. Q—B4 ch, Q—B2; 28. R × R.

25. P × R

26. Q—K5 B—B1

Or 26. B—Q3; 27. Q—R8 ch, K—B2; 28. Q × P ch, K—K3; 29. R × P ch, K—Q4; 30. Q × Q, R × Q; 31. R × R with an easily won ending.

27. Q—R8 ch K—B2

28. R—KB1 ch Q—B4

Or mate. But now the white Queen begins to snatch an impressive number of pawns, the first three with check.

29. R × Q ch P × R

30. Q—B6 ch K—Kt1

31. Q—Kt5 ch K—B2

32. Q × BP ch K—Kt1

33. Q—Kt5 ch K—B2

34. Q—B6 ch K—Kt1

35. Q—R8 ch K—B2

36. Q × P ch K—K3

37. Q × P ch K—Q3

38. Q × P

Without check! If it hadn't been for his time pressure Bednarsky would probably have resigned here.

38.	R—Q2
39. Q × P	K—K3
40. P—Kt7 ch	B—Q3
41. Q—B4 ch	Resigns

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HAVANA, 1967

White: M. Taimanov

Nimzo-Indian

- | | |
|-----------|--------|
| 1. P—Q4 | Kt—KB3 |
| 2. P—QB4 | P—K3 |
| 3. Kt—QB3 | B—Kt5 |
| 4. P—K3 | O—O |
| 5. B—Q3 | P—B4 |
| 6. Kt—B3 | P—Q4 |
| 7. O—O | Kt—B3 |
| 8. P—QR3 | P × BP |

After this Taimanov pondered for fifteen minutes. I walked around and met a laughing Gligorić, who said: 'you always gain a few minutes by that transposition!'

I had played the same against him in Dundee six weeks before. He also looked for a long time and also played B × BP.

In my opinion 9. P × B, P × QP; 10. B × BP, P × Kt is absolutely satisfactory for Black. On the other hand there is no special reason to choose this order of moves. You can just as well play 7. P × BP; 8. B × BP, Kt—B3 and White hardly has a better move than 9. P—QR3.

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|-----------|-------|
| 9. B × BP | B—R4 |
| 10. Q—Q3 | P—QR3 |

Then Taimanov really fell into deep thought. This time during my walk I met a smiling Smyslov, who said: 'Taimanov does not know your games, I do!'

Obviously he hinted at the game in Dundee, where Gligorić

played 11. R—Q1 instead of the critical theory continuation P × P. Afterwards O'Kelly asked me what I had found, and I showed him. He used the innovation to get an easy draw against Gligorić in the last round. Probably Smyslov knew that game, too.

Taimanov has written a whole book about the Nimzo-Indian. Should he trust it? He makes up his mind to do so.

- | | |
|-----------|---------|
| 11. P × P | Q × Q |
| 12. B × Q | B × Kt |
| 13. P × B | Kt—QR4! |

In his book Taimanov gives, among others, a game Furman—Troianescu, Bucharest, 1954: 13. Kt—Q2; 14. P—QR4: Kt × P; 15. B—B2, Kt—R4, 16. B—R3, P—QKt3; 17. KR—Kt1!, Kt—B5; 18. R × P!, winning a pawn. So the text move is my attempt to improve the variation.

In Dundee Gligorić—O'Kelly went: 14. B—B2, B—Q2; 15. P—K4, B—B3!; 16. R—K1, KR—B1; 17. B—B4, Kt—Q2; 18. B—Q6, B—Kt4; 10. P—QR4, B—B5—here Gligorić offered a draw.

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|-----------|-------|
| 14. R—Kt1 | B—Q2? |
|-----------|-------|

Later I discovered that 14. R—Q1 is better. I played it against Gligorić in

Sousse—and the game was given up as a draw!

The idea behind R—Q1 is that White must choose between 15. B—B2, giving one black Knight the square B5, and 15. B—K2, or giving the other black Knight the square K5, or finally 15. R—Q1, when this Rook is exposed to attacks like B—Q2—R5 and Kt—Q4—B6.

15. P—B4 B—R5

I gave some thought to the venture 15. KR—B1; 16. B—Q2, R×P; 17. B—Kt4, R—KR4, but it looked too dangerous. The text move plans 16. R—Kt4, B—B3, when the white Rook momentarily protects the black Knight against the attacks of the white Bishop. But Taimanov finds a beautiful continuation.

16. P—B6! B×P

16. P×P; 17. R—Kt4, B—Kt6; 18. B—Q2 seems too dangerous for Black, and 16. Kt×P; 17. R×P, KR—Q1 does not offer full compensation for the pawn.

17. B—Q2 B×Kt

18. P×B

This must be the strongest continuation. But in a later game Gheorghiu preferred 18. B×Kt against Wade, and it is difficult to criticize this decision because the Rumanian grandmaster won!

18. Kt—B3

19. B—B3

Of course 19. R×P? was impossible because of 19. KR—Q1.

19. QR—Kt1

20. KR—Q1 KR—B1!

The automatic 20. KR—Q1 is much weaker, which is illustrated by continuations like 21. P—B4, K—B1; 22. P—KB5, P—K4?; 23. B—B2, R×R ch; 24. B×R, K—K2; 25. B—B3, winning a pawn. The text protects the Knight on QB3, which is important in connection with white Bishop manoeuvres to QR4 or KB3. Moreover, it is the first indication of Black's counter play. The weakness of the white QB pawn is the most essential compensation Black has for White's strong Bishops and active position.

21. P—B4 K—B1

22. K—Kt2

Or 22. P—KB5, P—K4; 23. B—B2, K—K2; 24. B—R4, Kt—Q2 and Black does not fare too badly.

22. K—K2

23. P—KB5 P—K4

It would not be advisable to open up the position too much for the white Bishops.

24. B—B2 R—B2

25. K—B3 R—Q1

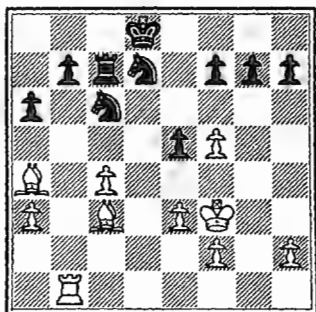
The next note might bring about the idea that Black ought to play 25. P—KKt3. If White captures Black plays RP×P and uses the KR file for a counter-action. But 25. P—KKt3; 26. B—R4, Kt—Q2; 27. R—Q5! favours White.

26. R×R K×R

27. B—R4 Kt—Q2

(See diagram overleaf)

Here White might consider parting with the two Bishops.



Position after 27. Kt—Q2

28. B × Kt, R × B; 29. R × P, R × P; 30. B—R5 ch, K—B1; 31. R—R7, R—B3; 32. P—R4! leads to a position with no good moves for Black. 32. P—Kt3 allows the strong 33. K—K4! (33. Kt—B3 ch; 34. K × P, R—B4 ch; 35. K × Kt! or 33. R—B5 ch; 34. K—Q5, R—B4 ch 35. K—Q6).

But Black can do better. He ought not to waste time on the weak white QB pawn, but start a counter-attack at once with 29. P—Kt3! or 29. K—B1; 30. R—R7, P—Kt3! Then the extra white pawn becomes rather worthless, for instance, 29. K—B1; 30. R—R7, P—Kt3; 31. P × P, RP × P; 32. B—R5, P—B4. Black has good counter-play and ought to draw without much trouble.

Of course Taimanov plays for a win.

28. P—KR4 P—KKt3
29. P × P

This is not a mistake. Gligoric gave this variation in his annotation of the game: 29. B—B2, Kt—B3; 30. B—K4, Kt × B; 31. K × Kt, P—B3; 32. P × P, P × P;

33. R—Kt1—but Black can find a far better line: 29. B—B2?, K—B1!; 30. B—K4, Kt—K2! and White may even get into difficulties! The QB pawn really is a weakness in his position.

29. RP × P
30. P—R5 P × P
31. R—KR1 P—K5 ch!?

Here it happens, Black begins to play for a win!

Taimanov had eight minutes left, I, even after taking much time for the text move, three times as much. Of course this difference was of importance when I decided in favour of this sharp move. I felt sure that 31. Kt—B3; 32. B × Kt, R × B; 33. B × P, K—K2 was good enough to draw.

32. K—B4

Now White has only four minutes for the next eight moves.

But the move is correct, after 32. K—K2, Kt(B3)—K4 Black would have the better of it.

32. Kt—K2
33. B—R5!

White offers a draw! But he has only about two minutes, I have twenty.

It is the strongest move. Somewhere I read that White might also play 33. R × P, Kt—Kt3 ch; 34. K—Kt3, R × P; 35. B—Kt4, but the two Bishops do not fully compensate for the pawn, and the two Knights together with the Rook form quite a dangerous attacking weapon.

Also 33. B × Kt was not a clear draw because of the answer R × P.

33. P—Kt3;

34. B × Kt P × B

35. B—R4

As ill-luck would have it, I wrote that 35. B—B5, Kt × B; 36. K × Kt, R × P would obviously be favourable for Black, because White could not play 37. R × P on account of the exchange of Rooks. But two critical readers of *Skakbladet* protested: they did not see any win for Black in the King and pawn ending. As a matter of fact, I don't either! And so I have no refutation of 35. B—B5, though Black may play for a win in several ways. But in acute time pressure it would indeed be very strange if Taimanov played such a move.

35. Kt—Kt3 ch

36. K—B5

Looks risky, but after 36. K—K2; 37. R × P, R—B4 ch; 38. K—Kt4, R × R; 39. K × R, Kt—K4; 40. B—Kt3, Kt—Q6; 41. K—Kt4 nothing is wrong with White, and also 37. R—Q1 is good enough (37. R × P?; 38. R—Q7 ch).

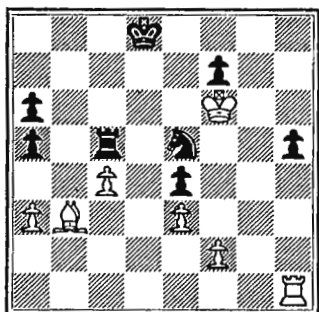
Besides, even in time pressure it is easy to see that 36. K—Kt3 would be a feeble move, allowing

Black to save both his King's pawn and his KR pawn.

36. R—B4 ch

37. K—B6 Kt—K4!

38. B—Kt3??



At last the mistake! 38. B—Q1 would have led to a draw.

38. K—K1!

39. K—Kt7?

Walks into a mating net, but the position was lost.

39. Kt—Kt5!

40. R—Q1 R—KKt4 ch

41. K—R8 Kt—B3

42. B—R4 ch K—K2

Resigns

43

HAVANA, 1967

White: Lothar Schmid

Sicilian

1. P—K4 P—QB4

2. Kt—KB3 Kt—QB3

3. P—Q4 P × P

4. Kt × P P—KKt3

5. P—QB4

The Maroczy Bind, not so dreaded nowadays. Nevertheless

many masters prefer to avoid it, playing, for instance, 2. P—Q3; 3. P—Q4, P × P; 4. Kt × P, Kt—KB3; 5. Kt—QB3, P—KKt3.

5. B—Kt2

6. Kt—Kt3

This move had never been played against me before. I knew very well that it was quite common in the old days, but in recent years B—K8 and Kt—B2 have been the popular moves in this position.

Suddenly I had an idea, and I could not resist playing it.

6. P—Q8

7. B—K2 P—QR4!

There it is. I do not know if it has been played before.

8. P—QR4 Kt—B8

9. Kt—B8 0—0

10. B—K8 Kt—Q2

11. Q—Q2?

Obviously Schmid feared B × Kt, which I would not dream of playing. Just because of the moves with the QR pawns Black would get difficulties on the QKt file.

White ought to castle. The text move is a typical luxury of the kind many think they may enjoy when they play White.

11. P—Kt3

12. Kt—Q4

12. 0—0, Kt—B4 would be rather inconvenient for White. He would hate to play Kt × Kt, strengthening Black's grip on the centre.

After the text move I considered the interesting continuation 12. B × Kt; 18. B × B, Kt—B4: the awkward move 14. R—R8 would be more or less forced, but also tolerable.

12. B—Kt2

13. B—Q1 Kt—B4

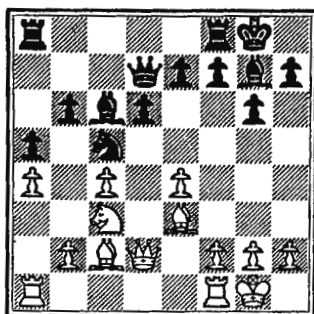
14. Kt × Kt B × Kt(B8)

15. B—B2

Q—Q2

16. 0—0?

....



An oversight, White should play 16. P—B8. The ensuing complications are in Black's favour.

16. Q—K8!

17. Kt—Q5 Kt × KP!

18. Q—Q8

Against 18. Q—Q1 very strong is B × KtP. And after 18. B × Kt, Q × B; 19. P—B8, Q—K4; 20. Kt × KtP, QR—Kt1 Black's advantage is considerable.

18. Kt—B4

19. B × Kt KtP × B

20. QR—K1

20. Kt—B7 beats the air because of 20. Q—Kt5; 21. P—B8, Q—Q5 ch.

After the text Schmid had calculated 20. B × Kt; 21. R × Q, B × R, where Rook, Bishop, pawn and a strong position is ample compensation for the Queen—I would prefer the black pieces, but the danger of drawing is great.

It was this variation which made my opponent overlook that Black has something much better.

20. B—K4!

21. P—B4

Again the answer to Kt—B7 was Q—Kt5. But against the text move Black has an instructive 'desperado' combination.

21. B × Kt

22. QBP × B B—Q5 ch!

That was all. 23. Q × B, Q × R nets the exchange.

23. K—R1 Q—Q2

23. Q × P; 24. R × P offers White more counter-chances. Now Black has a very solid position and ought to be able to make use of his extra pawn in spite of the opposite-coloured Bishops.

24. P—QKt3 QR—Kt1

25. P—B5 B—B3

26. R—K4 R—Kt5

27. R × R BP × R

28. Q—K4

An alternative was 28. R—B4, R—B1; 29. P × P, RP × P; 30. R—B4, R × R; 31. Q × R, Q—R2. The black Queen penetrates the white position, so that, by combining play against the King's side with threats against the weak QKt and Q pawns, Black must win.

28. R—B1

29. B—Q3

Against the desperate attack 29. P—R4 I had planned 29. R—B6; 30. P × P, RP × P; 31. P—R5, Q—B1; 32. B—Q3, Q—B1; 33. P × P, Q—R3 ch; 34. K—Kt1, Q × P; 35. Q × Q ch, P × Q; 36. B—B4, K—Kt2 or 36. P—Kt4. The white Bishop has to be a passive on-looker, and Black should be able to win.

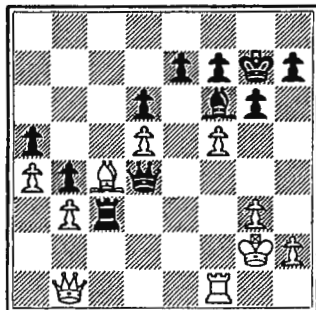
29. R—B6

30. B—B4 Q—R2

31. P—Kt3 K—Kt2

32. K—Kt2 Q—Q5

33. Q—Kt1



After the exchange of Queens the endgame would not be very difficult to win; White has no counter-play. But now the game takes a new turn, the problem of the different-coloured Bishops disappears, and with it White's only real hope of salvation.

33. R × B!

The quickest winning method, but not the only one. 33. P—Kt4 followed by the advance of the Rook's pawn would create threats against the white King and, combined with the constant threat of sacrificing the exchange, would be sufficient to win.

34. P × R Q × BP

35. Q—Q1

The Queen's pawn was *en prise* with check, and after 35. R—Q1, P × P White cannot recapture because he loses his Rook. If Black gets three pawns for the exchange he wins very easily.

35. Q—K5 ch

36. K—R8

Or 36. Q—B3, P×P; 37. Q×Q, P×Q; 38. R—K1, P—Kt6; 39. R×P, P—Kt7; 40. R—K1, B—Kt4; 41. R—QKt1, B—B8 and wins. But now the white King is in trouble.

36. P—Kt4

37. Q—B3

Against 37. P—Kt4 Black plays either 37. . . . B—K4 or 37. . . . P—R4, intending 38. P×P, Q—R5 ch; 39. K—Kt2,

B—K4; 40. R—R1, P—Kt6; 41. Q×P, Q—Kt5 ch and wins.

37. Q—QB5

38. R—K1

Or 38. R—QKt1, Q—B7; 39. R—Kt3, P—R4.

38. P—Kt6

39. Q—Q1 Q×RP

40. R—K3 P—Kt5 ch!

41. K—Kt2 Q—R7 ch

Resigns

44

WINNIPEG, 1967

Black: F. Gheorghiu

English

1. P—QB4 Kt—KB3

2. Kt—QB3 P—K3

3. Kt—B3 B—Kt5

Of course this move is perfectly playable, and it has really been quite popular for some years; but I cannot rid myself of a feeling that this Bishop move is less justified here than in the Nimzo-Indian: 1. P—Q4, Kt—KB3; 2. P—QB4, P—K3; 3. Kt—QB3, B—Kt5. In the latter opening the white Knight is pinned, and with P—Q4 White has weakened his control of the square K4, in which Black then begins to take an interest. Without P—Q4, however, White has a much more flexible pawn structure, so that in this opening I do not like, as Black, to surrender the Bishop pair. Games like those against Taimanov in Havana, 1967, and against Fischer in Santa Monica, 1966, have given me a certain reputation for not

caring about the two Bishops, but this is not quite correct.

4. Q—B2 P—B4

5. P—QR3 B—R4

In the tournament in Monaco, half a year later, Damjanović played 5. . . . B×Kt—against Gheorghiu! After 6. Q×B, P—QKt3; 7. P—KKt3 the Rumanian grandmaster slowly built up a position where the two Bishops became strong. In the centre he held back his pawns for a very long time, a situation quite different from the Nimzo-Indian.

After the text I had played 6. P—KKt3 against Darga, not a bad move, but the following development is more energetic.

6. P—K3 Kt—B3

7. P—Q4

So that was all my comparisons with the Nimzo-Indian were

worth, readers may say. But White has obtained something not unimportant: and in the Nimzo-Indian this position would never arise, possibly a rather similar one but without P—QR3 and . . . B—R4. *Vive la bagatelle!* Here it means, among other things, that 8. P × P is a threat.

7. . . . P—Q3
8. B—Q3 P—K4

This move has certain drawbacks; above all it weakens the square Q4. But apart from this it solves Black's development problems, and I am not sure that he had any better move.

9. P × KP Kt × P
10. Kt × Kt P × Kt
11. 0—0 B × Kt

After 11. . . . 0—0; 12. Kt—K4!, Kt × Kt; 13. B × Kt, P—KR3; 14. B—Q5 White has a clear plus. He may continue with P—K4 and B—K3, but also P—QKt3 and B—Kt2 followed by occupation of the Queen's file is very good. The strong Bishop on Q5 guarantees a small but lasting advantage.

12. Q × B 0—0
13. P—QKt3 R—K1
14. B—Kt2 P—QKt3
15. QR—Q1 Q—K2
16. B—B2 . . .

I looked at 16. R—Q2, B—Kt2; 17. KR—Q1, but 17. . . . Kt—K5 almost guarantees Black a draw because of the opposite-coloured Bishops, in spite of White's control of the only open file. After 18. B × Kt, B × B; 19. R—Q7?, Q—Kt4! is annoying, and after 19. P—B3, B—B3 there is nothing special in the position.

The game continuation might inspire the idea that 16. P—B3, B—Kt2; 17. B—B5 was stronger (17. . . . P—K5?; 18. R—Q7!). But Black quietly plays 17. . . . B—B3, for instance, 18. R—Q2, P—K5; 19. P—B4, R(K1)—Q1, the Bishop is not very happy on B5.

16. . . . B—Kt2
17. P—B3 P—K5

Opens the long diagonal for White's Bishop and Queen. Nevertheless it is the right move, for otherwise how could Black dispute White's control of the Queen's file? 17. . . . QR—Q1?; 18. R × R, Q × R; 19. R—Q1 leaves White with the only open file: he may continue with Q—Q2.

The text move cannot be refuted tactically: 18. P × P?, B × P; 19. B × B, Q × B; 20. R × Kt?, P × R; 21. Q × P, Q × KP ch; 22. K—R1, Q—K8 ch!

18. P—B4 QR—Q1?

As my opponent pointed out immediately after the game, this natural-looking move is a serious mistake. Correct was . . . KR—Q1!, for instance, 19. P—R3, Kt—K1! Then Black is ready to play . . . P—B3, solving the problem of the long diagonal.

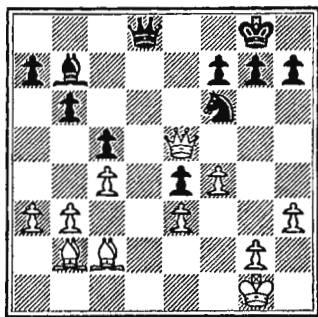
White has a slight edge anyway: an advance of the KKt pawn can be prepared, and even in an endgame after exchanges of Rooks and Queens there are slight winning chances. The strength of the two Bishops is undeniable, and the black King's pawn is a little weak, but the black position is not hopeless.

49. P—R3 . . .

A modest-looking move which

accomplishes a great deal. The King gets a flight square, Black's . . . Kt—Kt5 is prevented, and in some lines the move will be a preparation for the advance of the KKt pawn.

19. . . . R×R
20. R×R R—Q1
21. R×R ch Q×R
22. Q—K5 . . .



A very uncomfortable position for Black. The white Queen dominates the board.

22. . . . K—B1
23. B—B3 Kt—K1
24. P—QKt4! . . .

A grave error would be 24. B×KP?, P—B3; 25. Q—K6, Kt—B2; 26. Q—B5, P—Kt3, winning a piece.

The text creates powerful threats against the black position. In addition to the direct attack against the QB pawn the strong move B—R4 lies in wait.

After 24. . . . P—B3; 25. Q—R5, K—Kt1; 26. P×P, P—Kt3; 27. Q—Kt4, P—B4; 28. Q—K2 White will soon be able to stage an attack on the black squares, and after, for instance, 24. . . . P—B3; 25. Q—R5, P×P; 26. B×KtP ch, K—Kt1; 27. B—Kt3 the position of the black King is not

very pleasant either. Small wonder that Black makes up his mind to get the Queens off the board.

24. . . . Q—Q3
25. P×P P×P
26. B—R4! . . .

White does not mind trading Queen's. But Black must be forced to do it, so that the white Bishop takes over that excellent square K5.

26. . . . Q×Q
27. B×Q K—K2
28. B—Kt8 Kt—B3

An attempt to trap the white Bishop. But in fact the black Bishop is imprisoned at the same time.

However, 28. . . . P—QR4; 29. B—R7, Kt—Q3; 30. B×P also wins for White, for instance, 30. . . . K—K3; 31. B—Kt3, B—R3; 32. B×Kt!, K×B; 33. P—B5 ch, K×P; 34. B×P, B—B5; 35. B×B, K×B; 36. P—Kt4, K—Kt6; 37. P—B5, K×P; 38. P—Kt5 and so on.

29. B×P Kt—Q2
30. B—Kt5 K—Q3
31. P—QR4 B—B3
32. P—R5 K—B2
33. P—R6 P—R4
34. P—Kt4 P—R5
35. K—B2 P—B3
36. P—B5 . . .

There are many wins. It may seem odd that White gives the black Knight a good square, but after 36. . . . Kt—K4; 37. K—K2!, Kt—Q6; 38. B×B, K×B; 39. B—Kt8, Kt—Kt7; 40. B—Q6!, Kt×P; 41. B—B8 White wins quickly.

Black has a very limited choice. Let us *en passant* mention the good old trick 36. . . . K—Q3;

37. B—Kt8 ch!, Kt × B; 40. P—R7.

- | | |
|---------------|--------|
| 36. | Kt—Kt3 |
| 37. B × Kt ch | K × B |
| 38. K—K2 | B—R1 |
| 39. K—Q2 | K—R4 |
| 40. K—B3 | K—Kt3 |
| 41. K—Kt3 | K—R4 |

42. K—R3 K—Kt3

43. K—R4 Resigns

41. K—B2; 42. K—R3!

led to the same, of course. But doesn't this triangle manoeuvre look prettier, when it is by his own free will that the King loses a move?

45

INTERZONAL, SOUSSE, 1967

White: A. Gipslis

Alekhine's Defence

- | | |
|----------|--------|
| 1. P—K4 | Kt—KB3 |
| 2. P—K5 | Kt—Q4 |
| 3. P—Q4 | P—Q3 |
| 4. P—QB4 | Kt—Kt3 |
| 5. P × P | |

A rather quiet line. In accordance with the sharp character of this defence Black can now try to create problems for both sides with 5. BP × P, but of course White's queen-side pawn majority may become important. To my own surprise I have several times had great success with the quiet KP × P—So why not play it again?

- | | |
|------------|--------|
| 5. | KP × P |
| 6. Kt—QB3 | B—K2 |
| 7. B—K3 | O—O |
| 8. B—K2 | Kt—B3 |
| 9. Kt—B3 | B—Kt5 |
| 10. P—QKt3 | B—B3 |

With 10. P—B4!?, 11. Q—Q2 Black probably gets nothing but a weakness in his position. But this is what Smy-slov played as Black against Rossolimo in Monaco, 1969, and if the solid ex-world champion thinks the hole on K3 is accept-

able for Black, maybe it is worth looking at sometime . . .

- | | |
|-------------|-------|
| 11. O—O | P—Q4 |
| 12. P—B5 | Kt—B1 |
| 13. P—QKt4? | |

This move accomplishes very little here. It is known as a good move in a similar position, where Black has played 5. BP × P and later P—KKt3 and B—Kt2. But there the move is the starting signal for the advance of the pawn majority which may, for instance, lead to the creation of a passed pawn.

Here 13. P—KR3 must be best, to get an answer from that Bishop at once, exchange or retreat.

- | | |
|-----------|-----------|
| 13. | Kt(B1)—K2 |
| 14. P—Kt5 | Kt—R4 |
| 15. P—KR3 | B × Kt |
| 16. B × B | P—B3 |

The nice thing about the black position is that there are really no weaknesses for White to attack. Now the Queen's pawn is solidly protected, while its white counterpart may become a tar-

get. And there is the square QB5 for the Knight. Black already has an edge.

How does it happen? In the opinion of many Alekhine's Defence is not a very good opening. They may be right, but if White is *very* sure that it is *very* bad—then I like to play it with Black! People are so careless when they play White.

By the way, Alekhine's Defence did not prove a bad opening in Soussé. In the whole tournament it was only played in five games—but Black won them all!

17. Q—Q3 Kt—B5

18. B—B4?

Looks like a waste of time.

18. Kt—KKt3

19. B—R2 B—Kt4!

Such moves are not so easy to explain. I have called the white QP a target; why then do I want to trade off my Bishop, which was attacking that pawn, for the white one which was not defending it? The answer must be that Black cannot win by threats against the Queen's pawn alone, he must create other threats. With the text move Black gains space on the King's side, room is made for his Queen, and the Knight at Kt3 is on its way to KB5.

20. P × P P × P

21. B—Q1

This move was a surprise to me, and I considered it a very good defensive move: the Bishop was not doing much on KB3. But Gipslis was not satisfied with this move afterwards.

The loser of a game will often

find it difficult to locate his mistakes. But he will be more inclined to regard one single move as a stupid mistake than to recognize that his whole strategy has been faulty.

21. B—B5

22. B—B2?

But if we must put the blame on one single white move, it ought to be this one. After 22. B—QKt3! White's situation would not be too bad. 22. Kt—Q7!; 23. KR—Q1! (23. B × B?, Kt × B(B5); 24. Q × Kt, Q—Kt4 winning the queen), B × B ch; 24. K × B, Kt × B; 25. P × Kt, Q—Kt1 ch; 26. P—Kt3, Q × QKtP; 27. R(Q1)—QKt1, Q—B5; 28. Q × Q, P × Q; 29. R—Kt4 leads to a rather drawish ending. Probably Black's best continuation would be 22. B—QKt3!, B × B ch; 23. K × B, Kt—R4, but at least this would admit that 22. B—QKt3 is much stronger than the text move.

22. B × B ch

23. K × B Q—B3

24. P—Kt3

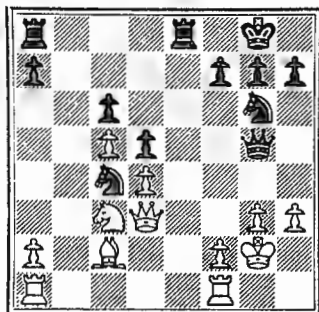
So the Knight never got to KB5! OK, we must give this some thought. Shall the Knight stay on KKt3 or go via B1 to K3, to attack the Queen's pawn? But to begin with we can control the King's file for a moment: before White can play a Rook to K1 he must protect his KB pawn with his King.

24. KR—K1

25. K—Kt2?

Better 25. B—Kt3; Black answers 25. QR—Q1!

25. Q—Kt4!



A good teasing move, but a little more than that. A long time ago the black Knight got the fine square QB5, since when we have not heard much about it. But now the other black pieces begin to cooperate with that Knight. After 26. P-B4, Q-K2! White has a serious weakness on K8—weaker is 26. P-KB4, Kt-K6 ch?; 27. Q x Kt, R x Q; 28. P x Q, R x Kt; 29. B x Kt, RP x B; 38. QR-Kt1 and White can hold the endgame.

But White had nothing better than P-KB4. It is an unpleasant move, and because White would like to avoid it he overlooks Black's next move.

26. K-R2? Kt-Kt7!

27. Q-B3 Q-Q7

Now White cannot defend the Queen's pawn. I am surprised every time such simple means lead to a winning position against a grandmaster.

28. B x Kt RP x B

29. Kt-Q1 Kt-B5

The black Knight is much more active than the white one, so the win ought to be easier if they are not exchanged.

30. Q-B3 QR-Kt1

31. R-B1 R-K5

32. R-B2 Q x QP

33. Q x Q R x Q

34. R-K1 P-R4!

With a pawn up and a very strong position Black feels no desire to look at the possibility of winning another pawn, if it gives White certain counter-chances. 34. . . . R-Kt4 cannot be bad, but after, for instance, 35. R-K8 ch, K-R2; 36. Kt-K3, R x P; 37. R-K7 the win would probably be more laborious than after the text move. Black simply plans . . . P-R6, meanwhile 35. Kt-B3, Kt-R6; 36. R(B2)-B1, R-Kt7 or 36. R(B2)-K2, R-QB5 does not improve White's situation.

35. K-Kt2 P-R5

36. Kt-B3 P-R6

37. Kt-R4 P-Kt4

White has no useful moves, so why not take time to secure the square Kt3 for the King?

38. R-K7 R-QKt5

39. Kt-Kt6 R-Kt7

40. R-B3 R x QRP

So in this special case Black prefers disconnected passed pawns, which looks rather odd—but, of course, there were other ways.

41. Kt x Kt P x Kt

42. R-B7 R(Q5)-Q7

43. R-KB3 P-B6

Resigns

43. R(B3) x KBP, R x P ch; 44. R x R, R x R ch; 45. K x R, P-B7 or 43. R(B7) x KBP, P-B7.

46

MALLORCA, 1967

Black: B. Ivkov

English

- | | |
|------------|--------|
| 1. P—QB4 | P—QB4 |
| 2. Kt—QB3 | Kt—QB3 |
| 3. Kt—B3 | Kt—B3 |
| 4. P—KKt3 | P—KKt3 |
| 5. B—Kt2 | B—Kt2 |
| 6. 0—0 | 0—0 |
| 7. P—QR3!? | |

The right reply to this is probably 7. P—Q4. Once I even saw Portisch playing 7. P—Q3, P—QR3; 8. P—Q4!?

Of course, White could play 7. P—Q3, P—Q3; 8. P—QR3, but that was exactly what I did not want to do. In this connection comparison with a game Stein-Filip, from the Moscow Tournament half a year earlier, influenced my thinking. We return to that in the next note. But it was also important that Ivkov had played about 140 tournament games in 1967! He looked tired and was drawing one game after the other. I believed that he would continue symmetrically.

- | | |
|-----------|--------|
| 7. | P—QR3? |
| 8. R—Kt1 | R—Kt1 |
| 9. P—QKt4 | P×P |
| 10. P×P | P—QKt4 |
| 11. P×P | P×P |
| 12. P—Q4 | |

In the game mentioned the pawns were on Q3 and Stein played 13. P—Q4, to which Filip not liking to answer the same, broke the symmetry with 13. B—Kt5. Stein won, but

in the beginning Filip's position was absolutely satisfactory.

Ivkov is almost forced to accept the position Filip rejected.

- | | |
|----------|-------|
| 12. | P—Q4 |
| 13. B—B4 | R—Kt3 |

Here the Rook is not particularly well placed: the game follows a line in which it becomes a passive spectator. But sooner or later Black must put an end to symmetry and it looks reasonable to do it here. Black lets his own Queen's Bishop stay inside the pawn chain and tries to prove that the white Bishop on B4 is rather exposed.

Against 13. B—B4 there are several good continuations; one is 14. R—R1, R—R1; 15. R×R, Q×R; 16. Q—Kt3.

- | | |
|-----------|-------|
| 14. Q—Kt3 | P—K3 |
| 15. KR—B1 | B—Kt2 |
| 16. P—K3 | P—R3 |

Against 16. Kt—KR4 I had planned 17. B—Kt5, P—B3; 18. B—R4, P—Kt4; 19. P—Kt4, which seems to offer White quite good prospects.

Now this bishop is 'trapped', but don't cry! White is pleased to let his opponent have the Bishop pair.

- | | |
|----------|------|
| 17. B—K5 | K—R2 |
|----------|------|

The move itself is probably not bad, but it looks like a preparation for a dubious plan which is

played later in the game, the advance of the Rook's pawn.

18. B—B1 Kt × B
19. Kt × Kt Kt—K5
20. Q—Q1

Almost forced, as Black was threatening not only Kt—Q7 but also B × Kt and then P—Q5. But the Queen move fits well into White's plans for some action on the King's side.

20. Kt—Q3
21. Kt—Q3 P—R4?

As said already, this plan is of doubtful value. Black gets no attack, and the move means a certain weakening of his King's position.

In any case the white position was a little better. The black Queen's Bishop is poorly placed, while there are many good squares for the white Knights.

22. Kt—B5 P—R5
23. B—Q3

It is possible that the advance of the Rook's pawn was psychological warfare, as the opening of that file should persuade White to withdraw his Bishop to Kt2. Regarded in this way Black's idea appeals to me, something I might have conceived myself in a difficult position. But White has not been scared and proceeds with his own attacking plans.

23. P × P
24. RP × P R—R1
25. R—R1

Against 25. Q—Kt4 at once B—QB1 would be a rather good defence.

25. B—QB3
During the game I considered

25. Q—Kt4 stronger, but White may quietly grab a pawn with 26. Kt—Q7. Black has no real attacking chances.

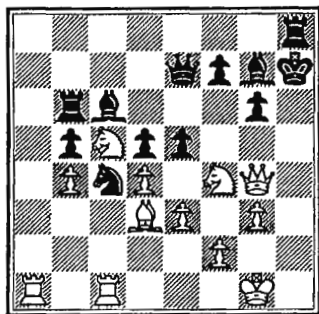
26. Q—Kt4! Q—K2
27. Kt—K2 Kt—B5

The black position is very difficult. The text removes the Knight from the King's side, but forms part of an attempt to obtain counter-play. The Knight might have participated in the defence of the King in a more direct manner, for instance, by going to KB4, but then Black's position would be very passive.

27. P—K4 would just present the white Knight on K2 with a wonderful square on Q4.

28. Kt—B4 P—K4!

Passive play offers little hope. If Black had defended with 28. B—K1 White might have played 29. R—R8, planning to transfer the other Rook to QR7. Similarly 28. Q—B8 could be answered by 29. R—R7.



29. B × P ch!

Black would get good chances if it weren't for this sacrifice. But maybe the move does not deserve this honourable designation for, if Black takes, it is only a kind of

exchange, Bishop and Knight for Rook and two pawns, King-protecting pawns at that. This can be analysed more deeply, and nice variations pop up, i.e.

29. P×B; 30. Kt×KtP, Q—B3; 31. Kt×R followed by R—R7 or 30. Q—KB2; 31. Kt×R, B×Kt; 32. Kt—K6, B—B3; 33. K—Kt2! with a decisive attack or here 31. K×Kt; 32. Q—R4 ch, K—Kt1; 33. R×Kt1, QP×R; 34. Q—Q8 ch, K—R2; 35. Q×R, Q—B6; 36. P—K4, winning.

Naturally I also contemplated 29. Kt×KtP, but after 29. P×Kt; 30. B×P ch, K—Kt1; 31. Q—B8 ch, B—B1 Black can defend himself.

29. K—Kt1
31. P×P Kt×P(K4)
31. Q—B8 ch B—B1

After 31. Q—B1 White can be satisfied with 32. Q×Q ch and 33. B—R5, but even stronger is 32. Q—B7!

32. B—R5

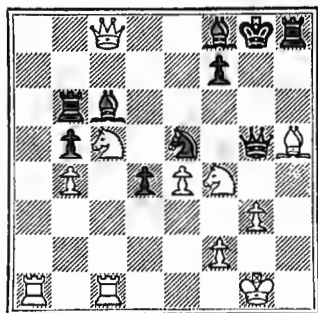
A nice variation was 32. Kt(B5)—Q3?, P×B?; 33. Kt×Kt, Q×Kt; 34. Q×B ch!, but Black has better: 32. P—Q5!

32. P—Q5
33. P—K4 Q—Kt4?

Allows an elegant finish, but a pawn down in a bad position and with very little time left on the clock it is difficult to put up a tough resistance. Against a move like 33. P—Q6 White has the strong 34. Q—B5, preventing all tactical tricks, and against 33. Q—B3 one of the good moves is 34. R—R7.

A resolute try would have been

33. R×B1?; 34. Kt×R, B×P; 35. Kt×B, Kt—B6 ch, but White has a fine parry, in which all his pieces take part: 36. K—Kt2, Q×Kt; 37. Q—R8!!



34. Kt(B5)—K6!!

But for heaven's sake not the other sacrifice: 34. B×P ch?!, Kt×B; 35. Kt(B5)—K6, Q—R3!, threatening mate.

34. P×Kt
35. Q×P ch K—R2
36. R—R7 ch B—KKt2
37. R—B5!

All the white pieces are attacking, and Black has no defence; in all variations he suffers heavy material losses. But of course it is amusing to study the possibilities, and for some reason I was hoping, during the game, for this conclusion: 37. R—Kt2; 38. R×R, B×R; 39. B—Kt6 ch, Q×B (39. K—R3; 40. Q—R3 ch); 40. Kt×Q, Kt×Kt; 41. R—R5 ch, B—R3; 42. Q—B7 mate!

37. B—K1
38. R×Kt Q×Kt
39. R×B ch K×R
40. Q—K7 ch Q—B2
41. R—Kt5 ch Resigns

47

MALLORCA, 1967

White: E. Jimenez

Alekhine's Defence

1. P—K4 Kt—KB3
 2. P—K5 Kt—Q4
 3. Kt—KB3 P—Q3
 4. P—Q4 P × P

Theoreticians have called this move a mistake, because it brings the white Knight to a good square. But it may be playable; the idea should be to win back the 'lost' tempo by exchange threats against this white Knight.

5. Kt × P P—KKt3

A new try! In the Candidates' tournament, 1965, I played 5. Kt—Q2 in a game against Tal, but the sacrifice on B7 offers White good chances, not to mention the fact that he can force a draw at once: 6. Kt × P, K × Kt; 7. Q—R5 ch, K—K3; 8. Q—Kt4 ch, K—B2; 9. Q—R5 ch. However, Tal did not sacrifice!!

Both against Tal and Ivkov I played 5. P—K3, but Tal found the strong reply 6. Q—B3!

6. B—QB4 B—K3
 7. B—Kt3

I had already played 5. P—KKt3 once, in Winnipeg against Yanofsky. Here the Canadian grandmaster continued more energetically with 7. Kt—QB3!, based upon the mating threat 7. Kt × Kt?; 8. B × B. The game went 7. B—Kt2; 8. Kt—K4, B × Kt; 9. P × B, Kt—QB3; 10. Kt—B5, Kt × P; 11. Kt × P, Q—Q2; 12. Kt—B5,

Q—B3; 13. Kt × B, P × Kt with an advantage for White; 13. Q × B? was impossible because of 14. Q × Kt!

As far as I am aware, Jimenez did not know this game. But even if he had known it he might not have followed it, for fear of a prepared improvement of Black's play . . .

7. B—Kt2
 8. 0—0 0—0
 9. Q—K2 P—QR4

Quite a useful move in such positions. If White plays P—QR4 and later P—QB4, the black Knight can go to QKt5. If White plays P—QR3, there is the possibility P—QR5 followed by an exchange of the white-squared Bishops, fixing some of the white Queen-side pawns on the colour of the remaining white Bishop.

10. Kt—QB3 P—QB3
 11. Kt × Kt?

I do not understand such moves! Black gets a fine centre and his Queen's Knight the good square QB3.

In case of 11. P—QR3 or —QR4 I would have considered Kt × Kt followed by B × B. Against 11. Kt—K4 the plan was 11. P—R5; 12. B—QB4, Kt—B2.

11. P × Kt
 12. P—QR4?

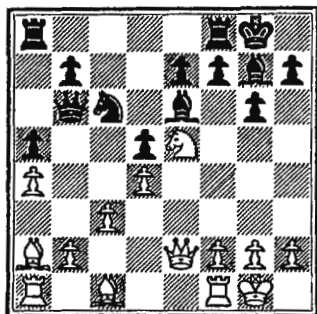
12. P—QB3 was much better, but in any case Black had an excellent position.

12. Kt—B3

13. P—QB3 Q—Kt3

14. B—R2

Now comes a move I am very proud of!



14. B × Kt!!

15. P × B P—Q5!

Advantage for Black! He has the initiative in the centre, and both the white King's pawn and his pawns on the Queen's side are weak.

It is not often advisable to give up a fianchettoed Bishop, which forms part of the King's defences. Jimenez was very surprised and afterwards expressed his admiration. White cannot build up any attack, his Bishop is not very 'flexible', and Black gains control of the centre.

16. B—R6 KR—Q1

17. B × B P × B

18. KR—K1 R—Q4

19. B—B4

In itself it would not be a disaster for White to lose the King's pawn. But it is difficult to find a way to give it away with-

out the black pieces taking up very strong posts in the centre.

19. R—KB1

20. P—KKt3

The weakness on KB3 looks unattractive, but after 20. B—Kt3 the bishop would be cut off from the square Q2, and the black Queen's pawn might suddenly advance. Also the Bishop would like to return to R6 later.

20. R—B4

21. QR—Q1?

The Cuban master probably overlooked the reply. But the position was very difficult already. Against 21. P—R4, which I mentioned after the game as relatively best, one of Black's possibilities is 21. P—Q6; 22. Q—Q2, Q—Q1!, after which White can do nothing against Kt × P; both 23. P—KKt4 and 23. QR—Q1 do not prevent it (23. QR—Q1, Kt × P; 24. B × Kt, R(B4) × B; 25. R × R, R × R; 26. Q × P?!, R—Q4 or R—K8 ch).

21. Q—Kt6!

22. P—R4 Q × RP

23. Q—K4 Q—Kt6

A strong move, threatening P × P—and move 26 was included in the calculations!

24. P × P Q × QKtP

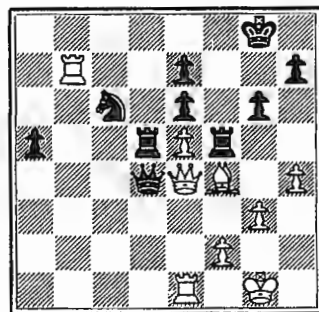
25. R—Kt1

Maybe 25. B—K8, is better, but Black's two connected passed pawns promise victory. A good reply would be 25. R—Q2, protecting the QKt pawn and vacating a good square for the Queen. Against 26. P—Kt4, R—B1; 27. P—R5 the simplest defence is 27. P—KKt4!

25. Q x QP

26. R x P

If Black exchanges Queens,
White gets good drawing chances,
but ...



26. R(Q4) x P!

Now 27. B x R, Q x P ch;
28. K—R1, R x B is absolutely
hopeless for White. So Black has
two plus pawns.

27. Q—Kt1 R x R ch

28. Q x R Q—Q4

29. Q—QB1

Or 29. B—R6, K—B2 with the
strong threat Kt—Q5. After
the text move comes the same
good Knight move, forcing the
exchange of Rooks.

29. Kt—Q5

30. R—Kt8 ch R—B1

31. R x R ch K x R

32. B—R6 ch K—K1

But not 32. K—B2?;
33. Q—B8 and White probably
draws.

33. Q—B8 ch Q—Q1

34. Q—B4 Kt—B4

35. B—B4 K—B2

Now the King is quite safe.
The winning procedure consists
of a combination of threats
against the white King with the
advance of the QR pawn.

36. B—K5 Q—Q8 ch

37. K—R2 Q—Q7

38. Q—B5 P—R5

39. B—B3 Q—QB7

40. K—Kt1 Q—Q8 ch

41. K—R2 Q—Q4

42. Q—Kt4 Q—B6

43. K—Kt1 P—R6!

Resigns

When the pawn reaches the
seventh it is no fun any more!
But after 44. Q x RP, Kt—Q5!
Black wins the white Bishop or
gives mate, for instance, 45. B—
Kt4, Kt—K7 ch; 46. K—B1,
Kt x P ch and mate next move.

☆ XIII ☆

A FEW VICTORIES MORE

I HAD a rest from chess until the Monaco tournament in April, 1968, which had a very strong entry with eleven grandmasters amongst the fourteen players. The Russians were again hoping that Botvinnik and Smyslov would catch me. Botvinnik came rather close, but to the final score it may be added that my only loss was in the last round, against Byrne, when I was already certain of first place and maybe relaxed unconsciously: Larsen $9\frac{1}{2}$, Botvinnik 9, Smyslov and Hort $8\frac{1}{2}$, R. Byrne 8, Portisch, Gheorghiu and Benko $7\frac{1}{2}$ etc. In three or four games I was not satisfied with my play, but as a whole the tournament was a good performance. Game No. 48 has a certain charm, though the dancing is done by the heavy pieces.

A month later I won the Candidates match against Portisch with great trouble, but in July I lost the semi-final against Spassky, which with the inexplicable concurrence of the President of F.I.D.E., was organized under very bad conditions in Malmö, Sweden—a depressing affair. With pleasure I accepted an invitation from America to take part in the U.S. Open and Canadian Open championships: in a way it was a recreation, but not in every way. I won both tournaments. If you include these Swiss system tournaments you can record that I won seven tournaments in succession. There was also a little weekend tournament where I tied for first place with Benko, so we can reach eight.

Everybody realizes that this kind of good fortune cannot go on for ever. I said both jokingly and seriously that when finally disaster hit me and I did not take first in a tournament, I would probably finish about seventh. This, however, did not happen. The disaster came in the Mallorca tournament in December, but was a defeat of modest dimensions: Korchnoi won, but I tied for second prize with Spassky, ahead of Petrosyan, Gligorić, Ivkov, Benko, Pomar, Gheorghiu, Matanović etc. A strong tournament, where my 18 points in 17 games must be called a very good score, but Korchnoi had a field-day and made 14!

Some of my games were quite good, but none of them anything special, so I have instead chosen for this book my game against

Unzicker in the chess Olympiad at Lugano a little earlier. On the whole I played rather badly there: when you play a little too much it easily happens that you relax now and then. By a little too much I mean about hundred games a year, which is what I played in both 1967 and 1968.

48

MONACO, 1968

Black: F. Gheorghiu

Sicilian Reversed

1. P—QB4 P—K4
2. P—KKt3 P—KKt3!?

Unusual in this position, but in my opinion absolutely playable. If White continues quietly, the fact that Black has not yet made his choice on the development of his Knights has some attraction: and he has also a choice between P—Q8 and P—QB3 followed by P—Q4.

In the Sicilian 1. P—K4, P—QB4; 2. P—KKt3 is sometimes played, but it has never become very popular because of the energetic reply 2. P—Q4! Here I have the excellent extra move P—KKt3, so 3. P—Q4 cannot possibly be weaker than 2. P—Q4.

3. P—Q4!? P × P

I also consider 3. P—Q8 satisfactory.

4. Q × P Kt—KB3

And here nothing is wrong with 4. Q—B3. But the text move is also correct. 5. B—Kt5? B—Kt2; 6. Q—K3 ch, K—B1 is rather in Black's favour.

(I do not quite agree with a witty comment in *Europe Échecs*: 'It is not always easy to play against Larsen, and Gheorghiu

spent five minutes on his first move. After the fourth he had already used three-quarters of an hour, and his position was hopeless!')

5. Kt—QB3 Kt—B3
6. Q—K3 ch B—K2?

But this is wrong. Black ought to play 6. Q—K2. After, for instance, 7. Kt—Kt5, Q × Q; 8. B × Q. K—Q1 the game is about even.

7. Kt—Q5! Kt × Kt

7. 0—0; 8. Kt × B ch, Kt × Kt may give Black a slight lead in development, but his King's position is too weak on the black squares.

My opponent had already used an hour on his clock.

8. P × Kt Kt—Kt1

Against 8. Kt—Kt5 9. Q—QB3 is strong.

After the text move White might take it easy: he has a slight edge after 9. B—Kt2, 0—0; 10. Kt—R3 etc. But the pawn sacrifice is even better.

9. P—Q6! P × P
10. Kt—R3 0—0
11. Q—R6

White takes time to force a favourable exchange of the black King's Bishop. Black cannot very well play P—B3, for after 12. B—Kt2, Kt—B3; 13. Kt—B4 he is already threatening B—Q5 ch.

11. Kt—B3

12. Kt—Kt5

On the other hand this cannot wait, as against 12. B—Kt2 Black plays 12. Kt—Q5, after which 13. Kt—Kt5, Q—R4 ch is quite good for him.

After the text move Black may exchange Queens, but the ending after 12. Q—R4 ch; 13. B—Q2, B × Kt; 14. Q × B, Q × Q; 15. B × Q is better for White: Black cannot defend the pawn on Q3, and with two strong white Bishops and a weak black Q pawn the advantage is clear.

12. B × Kt

13. B × B P—B3

14. B—Q2 P—Kt3

15. B—Kt2 B—Kt2

White was ready to sacrifice another pawn: 15. B—R3; 16. B—QB3, R—K1; 17. 0—0!, B × P; 18. B—Q5 ch, K—R1; 19. KR—K1 or 17. R × P; 18. KR—Q1 with powerful threats.

16. 0—0 Kt—R4

17. B × Kt B × B

18. K × B P × B

19. QR—Q1 Q—K2

In order to answer Q—B4 with Q—K4.

Black has obtained some relief by the exchanges, but his pawn structure is very bad now. Even without the Queens the winning chances lie with White.

20. R—Q2 QR—Kt1

21. KR—Q1 Q—K5 ch
To prevent Q—B4.

22. K—Kt1 R—Kt3

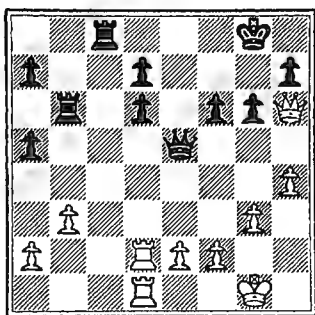
23. P—KR4!

The threats on the Queen's file are combined with some stirring on the King's side. Moreover, in case there should be more simplification it is important for the King to have the square R2 available so that the black Queen cannot give perpetual checks on QKt8 and K5.

My opponent was already in time-trouble.

23. Q—K4

24. P—Kt3 R—B1?



Afterwards Gheorghiu was not satisfied with this move. As he had to move rather quickly, he probably overlooked the white attack which follows. As an improvement he gave 24. R—B3. Then White does not get the opportunity to start a direct attack but must play for the ending. After 24. R—B3!; 25. P—K8, KR—B1; 26. Q—B4 (26. R—Q5, R—B8; 27. R × Q, R × R ch; 28. K—Kt2, BP × R; 29. P—R5 probably only draws), Q × Q; 27. KtP × Q, K—B2;

28. R × P, R × R; 29. R × R, K—K2; 30. R—R6 White wins easily, but Black can make it more difficult with P—R5. For example, 24. R—B3; 25. P—K3, P—R5; 26. P × P (26. R—Q5, R—B8!), KR—B1; 27. Q—B4, Q × Q; 28. KtP × Q, K—B2; 29. R × P, R × R; 30. R × R, K—K2; 31. R—R6. If Black now passively plays 31. R—B2, 32. R—R5 follows, and sooner or later White plays P—KR5. If Black takes, he is left with a sad collection of weak pawns, and, of course, White can use the threat P—R6 and Rook manoeuvre to KR8. If Black plays P—KR4 himself, White smashes his pawns with P—B5.

I consider this a won ending but it requires exact play.

Instead of 31. R—B2 Black may play R—B7, but the position after 32. R × RP, R × RP; 33. P—QR5 is won for White. The QR pawn goes to the seventh, and if the black King stays on the King's side to protect the pawns, the white monarch goes to the Queen's side, winning the Q pawn: and so White gets another passed pawn, on the K file.

Similar positions with three pawns against three on the K side do not win, but with four against four there are good chances. In addition Black has a weak Queen's pawn here. That White has weak pawns is not important.

We return to the diagrammed position after 24. R—B1. If White takes time to play 25. P—K3 Black answers 25. R—B4, after which it is not easy for White to break through anywhere. Among other things Black

is ready to play Q—K3 followed by R—R4, answering Q—B4 by R—K4. Later his King may go to K2.

The position is now critical in this sense, that Black gets good drawing chances if White cannot strike at once. But he can!

25. R—Q5!	Q × KP
26. P—R5	R—B7
27. R—KB1	Q—K5?

In time pressure and in a lost position mistakes come easily, of course, but even the stronger 27. Q—K1 would be rather hopeless. After, for instance, 27. Q—K1; 28. R × RP, P—R3; 29. P × P, Q × P; 30. Q—R3, R—B2; 31. R—K1 or 29. P × P; 30. R—R4 (threatening R—R4, R—KKt4 or K—Kt2!) nothing can save the black position.

28. R × RP	P—R3
29. R—R4	Q—K1
30. R—KKt4	Q—KB1
31. Q—K3

Decisive.

31.	R(Kt3)—B3
32. P × P	P × P
33. R × P ch	K—B2
34. R—Kt4	R(B7)—B4
35. Q—Q3	R—K4
36. P—B4	R—K1
37. Q—Q5 ch

37. Q—R7 ch, K—K3; 38. R—K1 ch, K—Q4; 39. Q—R5 ch also wins, of course, but there is no quick mate, so I preferred to win the Queen.

37.	K—K2
38. R—K1 ch	Resigns

Because of 38. K—Q1;
 39. R × R ch, Q × R; 40. R—Kt8.

49

OLYMPIAD, LUGANO, 1968

Black: W. Unzicker

Queen's Gambit

1. P—QB4 Kt—KB3

2. Kt—QB3 P—K3

3. Kt—B3 P—Q4

4. P—Q4 P—B4

With a slight transposition of moves we have reached the so-called Semi-classic Queen's Gambit, also sometimes named the Improved Tarrasch Defence. The improvement should be that Black can recapture on Q4 with the Knight and avoid getting an isolated Queen's pawn.

5. P × QP Kt × P

6. P—K3

In spite of Spassky's beautiful victory in his fifth match game against Petrosyan (1969) most experts probably still think that the line 6. P—K4, Kt × Kt; 7. P × Kt, P × P; 8. P × P, B—Kt5 ch gives Black few problems.

6. Kt—QB3

7. B—B4 P × P

In the first game of our 1969 match Tal did not worry about the threat B × Kt, but played 7. B—K2. After 8. B × Kt, P × B; 9. P × P, B—K3 White may try 10. Kt—QR4, Q—R4 ch; 11. B—Q2, Q—Kt4; 12. P—QKt3, but I was satisfied with 10. 0—0, B × P; 11. P—QKt3, 0—0; 12. B—Kt2, which in my opinion is slightly better for White. It is interesting to compare this position with a variation of the Nimzo-Indian Defence: 1. P—Q4, Kt—KB3;

2. P—QB4, P—K3; 3. Kt—QB3, B—Kt5; 4. P—K3, P—B4; 5. Kt—K2, P—Q4; 6. P—QR3, B × Kt ch; 7. Kt × B, P × QP; 8. P × QP, P × P; 9. B × P, 0—0; 10. 0—0, Kt—B3; 11. B—K3; this is really the same position with colours reversed, but a difference of two tempi!

8. P × P B—K2

9. 0—0 0—0

10. R—K1 Kt × Kt

11. P × Kt P—QKt3

12. Q—B2 B—Kt2

13. B—Q3 P—Kt3

14. P—KR4?!

Over the board I suddenly got this idea and couldn't resist it! White hopes to exploit the weakness of the black squares after 14. B × P; 15. B—KR6, R—K1; 16. Kt × B, Q × Kt; 17. Q—Q2, but it is doubtful whether he gets enough for the pawn by correct play. In practice such a sacrifice offers good chances, as surprise is an important psychological weapon. But the book move 14. B—KR6 must still be considered best in this position.

Unzicker only thought for a few minutes; then he declined the kind offer.

14. R—B1

15. Q—Q2

Now Black cannot win the pawn any more: 15. B × P?; 16. Q—R6, B—B3; 17. Kt—Kt5,

B × Kt; 18. B × B, P—B3;
19. R × P, P × B?; 20. R × P ch.

Q—Q2 has been played on move 14 a few times, for example, Bronstein—Pachman, Gothenburg, 1955: 14. Q—Q2, Kt—R4; 15. Kt—K5, B—KB3?; 16. B—R3, B—K2; 17. B—Kt2, P—B4; 18. P—QB4 and White stands better, but later Pachman wrote that 15. R—B1 gave Black a good game.

Similarly 15. Kt—R4 is a possibility after the text move, but White retains good attacking chances by 16. Kt—Kt5. A remarkable manoeuvre in such positions is QR—Kt1—Kt5, and suddenly this Rook may join the attack on the King's side.

15. B—B3
16. P—R5 Kt—R4?

A similar defensive plan has been seen before and also in Pachman's analysis of the game mentioned above. But the advance of White's KR pawn has essentially improved his attacking chances. No doubt Black ought to have played 16. Kt—K2.

17. Kt—K5 B × Kt

After the previous move this must be the logical follow-up, otherwise the black Knight stands badly. But strangely enough this move cost my opponent a lot of time.

17. R × B Kt—B5
19. B × Kt R × B
20. Q—Q3

Not 20. Q—R6, R × BP!;
21. B—Kt5, P—B3; 22. P × P, R—QB2!

20. R—B4??

The decisive mistake. In any case Black's position was difficult: he had to worry about White's attacking possibilities on the black squares. But by precise defence it may be possible to hold the position.

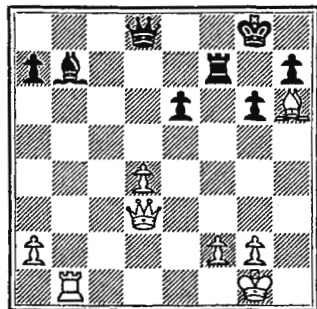
Everybody has heard that exchanges make the defender's task easier, but this is not always true. Here there is a very concrete reason why Black should not force this exchange of Rooks: to avoid losing a pawn he will now have to weaken his King's position even more.

21. R × R P × R
22. P × KtP BP × KtP

Opens the seventh rank for threats against the black King, but 22. RP × P; 23. B—R3, Q—Q4; 24. Q—Kt3 gives White a pawn. Now 23. B—R3 is met by R—B4.

22. B—R3 at once would have been answered by Q—Kt4 or Q—Q4, e.g. 22. B—R3, Q—Q4; 23. Q—R3, Q × KRP; 24. Q × Q, P × Q; 25. B × P, R—B1 with fine drawing chances.

23. B—R6 R—B2
24. R—Kt1 P × P
25. P × P



The difficulty for Black is that he cannot hold both the seventh and the eighth rank—at least not in the long run. White gets too many threats when he has mobilised all his forces. Even the white QR pawn will play an important part. It goes to QR5 and threatens, at an opportune moment, to chase the black Bishop away and open the road to QKt8 for the white Rook. If Black plays P—QR3 the white Rook gets the QKt6 square.

Unzicker had planned 25. Q—R5; 26. Q—K3, Q—Kt5 but now saw that 27. P—B3, R×P; 28. Q—K5 wins at once for White: there is no perpetual check with 28. R—B8 ch. After this he dropped the variation, as he was getting short of time. But with 27. Q—B4 instead of R×P Black would be better off than in the game continuation.

However, White has a better line: 25. Q—R5; 26. Q—K3, Q—Kt5; 27. P—Q5!, Q—B4; 28. R—Kt5, P—R3; 29. R—B5. The invulnerable Queen's pawn divides the black position in two.

25. Q—Q4
26. Q—KKt3 R—B2
27. R—Kt5!

After 27. P—R4, P—R3 it would not be so easy to drive off the black Queen.

27. R—B8 ch?

Makes the win easier, but it could not be made very difficult

anyway. 27. Q—K5 is refuted by 28. P—Q5!, and also after, for instance, 27. Q—Q2; 28. Q—K5, R—B1; 29. R×B!, Q×R; 30. Q×P ch, K—R1; 31. B—B4 or 28. Q—B3; 29. P—Q5, P×P; 30. R×P it is all over. In all variations decisive combinations can be found.

28. B×R Q×R
29. Q—Kt8 ch K—B2
30. B—R3 P—K4
31. Q—Q6

The King is not allowed to escape. The threat is mate in two this time, and 31. Q—K1; 32. Q—B7 ch costs the black Bishop.

31. P—Kt4
32. P×P Q—B3

He had to do something against Q—B6 ch.

33. P—K6 ch K—Kt3

I was looking forward to the Knight promotion after 33. K—B3; 34. P—K7 ch!

34. P—K7 ch K—R4

Or 34. K—B2; 35. P—K8(Q) ch!, winning the Bishop.

35. P—B3 P—Kt5

The logical finish was: 35. Q×Q; 36. P—K8(Q) ch, Q—Kt8; 37. P—Kt4 ch, K—R5; 38. Q—K1 ch, K—R6; 39. Q—B1 ch, K—Kt6; 40. B—Q6 ch, Q×B; 41. Q—Kt2 ch, winning the Queen.

36. Q—K5 ch Resigns

☆ XIV ☆

ABOUT MY STYLE

THE LAST game is from the tournament in Büsum, May, 1969, which I won. But I did not play very convincingly: Larsen 11 (in 15 games), Polugayevsky 10½, Gerusel 9½, Gligorić 9, Ivkov and A. Zaitsev 8½, Bobotsov 8 etc. I find it amusing that this tournament enables me to end the book with a miniature game.

During the first half of 1969 I only played in this one tournament. But in February I won a little match in Helsinki against Westerinen, 6-2, and in March in Holland I beat Tal by no less than 5½-2½. This was the match for third place in the Candidates' tournament, which entitled me to enter the next Interzonal direct. The wizard from Riga played badly; and I did not play too well, as a matter of fact.

So for two years I have been victorious on most occasions, and in tournaments my results have never been lower than a tie for second place!—and I have established myself as one of the world's leading masters.

What is my style? A good deal has been said and written about this, and it has not all been nonsense. But is it really possible to talk about a style? Does anybody play in the same style every time? It would probably be difficult to find a common denominator for the games in this collection, and one reason for this is the natural course of development which has taken place during these years. Maybe it will tell the reader something about my chess ideas if I try to point out which of these fifty games I consider the very best. But even this is difficult. I cannot select, for instance, three of them. The result is a list of not less than fourteen—Nos. 9, 13, 18, 20, 28, 29, 34, 38, 39, 40, 46, 47, 49.

Polugayevsky has written that I like to push my rook pawns, Gligorić has stated that there are more flank attacks in my games than in those of other contemporary masters. There is probably some truth in this. One charming characteristic of many flank attacks I could mention is that they do not very often lead to simplification: if the attack is parried, there usually are still opportunities left for initiating action in another sector.

I am not a marked combinative player. Of course there are many

fine combinations in this book, and quite a few of the games have been included just because of them. But I do not especially aim at tactical complications, and I am not ready, as for instance Tal is, to accept a bad position because it offers many tactical possibilities.

Similarly, I do not deliberately play openings that are obviously bad. I emphasize the surprise element, and in some cases this makes me play a variation without being absolutely convinced that it is correct. But if I know or feel strongly that a variation is bad, I do not play it. Over the years I have played many strange opening variations, also some that had long ago been rejected by the theoreticians. But these learned gentlemen are sometimes mistaken, and if you have discovered an improvement in such an ill-reputed variation you can use it with considerable psychological effect.

It has been said that I do not care about the two Bishops, but this I do not admit. However, the Nimzo-Indian has always been one of my favourite defences, and naturally Black has quite often to give up a Bishop for a Knight in this opening. But I would hate to do it without some kind of compensation.

More than most modern masters I hesitate before I accept an isolated centre pawn, even when there is compensation in active play and attacking chances. But of course game No. 49 was a nice exception, even though the Queen's pawn was not isolated for very long. This is one of the points where I may in the future change, if not my judgement of the positions, then at least my 'habits'. To a certain extent it is a question of opening repertoire: I may begin to play more often those openings which easily lead to this problem of the isolated Queen's pawn. To change openings and study new types of positions is one of the best medicines against stale routine play and dull grand-master draws!

I guess I must be called an aggressive player, because I don't like draws! If you look at the scores of the tournaments I have entered, it is quite clear that I have had fewer draws than the average. Again, I do not like the tactic of playing for a draw with Black and for a win with White. In my opinion it makes no sense to praise a master for not losing any games, if he has taken for instance fifth place in the tournament. In most cases he has played with too much caution and too little inspiration, his games have been uninteresting to the public, and many of his opponents have regarded the game against the 'peace-maker' as a welcome rest during an exhausting tournament. Naturally, it is a different story if the winner of the tournament has avoided losses. To gather enough points for first place he has probably had to take certain risks in some of the games. All the same to go through unbeaten shows class! A good example was Korchnoi's victory in the Mallorca tournament, 1968. But, occasionally, it is more a question of accident to remain unbeaten or lose only a single

game, as I have mentioned in connection with my play in Havana, 1967.

Only very seldom have I managed to avoid losses in the big tournaments—but on the other hand I do not lose so many half-points! Only very rarely have I drawn half my games in a tournament. If a chess tournament is to be of interest to the public, the attitude of the masters must not be too peaceable. But no doubt part of the problem is that many of the leading masters play too much. To the tournaments they want to enter one has to add those tournaments which their chess federation or some other authority more or less forces them to play.

It is a matter of individual stamina how many serious games one is able to play at 'full steam ahead' within a year. For myself I would consider eighty the maximum, which is not at all consistent with my actual performance in 1967–8. This book is concluded at a time when I have only played one tournament and two short matches during the past eight months, so I have more or less had a vacation from tournaments—but *not* from chess. Simultaneous displays, lectures, articles, studies of theory and of course writing this book—plenty of chess. I have heard about a phenomenon called 'chess fatigue', but it is not something I know. 'Tournament fatigue' I know—one of the symptoms seems to be that I sleep an hour more at night!

I have not wished to name 'my best game' and I find it equally difficult to point to my 'best tournament', but of course there is the good old answer: *not played yet!* Considering my lack of experience, my results in 1956 were impressive. Then there were, for instance, Mar del Plata, 1958, and Beverwijk, 1960. But the Interzonal 1964 must be called 'better'. And Havana 1967! Maybe also the first 13 rounds of Mallorca, 1967. Am I cheating now? May I pick the last 7 rounds of Le Havre, 1966?

A chess master once told me that I was a real professional, who could even win when I was not in good form. Something like that did really happen in the tournament in the West German seaside resort Büsum. My victory looked 'lucky', I was in trouble in quite a few games. But not in this one, which my readers are now asked to regard as a light dessert after dinner.

50

BÜSUM, 1969

White: M. Bobotsov

English

1. P—QB4 Kt—KB8
 2. Kt—QB3 P—K3
 3. Kt—B3 B—Kt5

My fundamental objections against this move—see my game against Gheorghiu from Winnipeg—are not so strong that I cannot play it myself. Against 4. Q—B2 I would not have played P—B4 but something like 4. 0—0; 5. P—QR3, B × Kt; 6. Q × B, P—QKt3, which went very well in my game against Polugayevsky later in this tournament.

4. P—KKt3 0—0

After 4. B × Kt; 5. KtP × B the doubled pawns are not weak: White omits P—Q4—leading to a Nimzo—Indian type of position with a weak pawn on QB4—and builds up his position with P—Q3 and later probably P—K4 and P—KB4.

5. B—Kt2 P—Q4
 6. 0—0?

This is going to cost him the game! He ought to have played 6. P—QR3!, B—K2; 7. P—Q4, with a typical Catalan position. White has the move P—QR3 extra, which makes no real difference.

6. P × P!

Black takes the pawn and keeps it! 6. P—Q5 was not

bad, but of course it is better to win a pawn.

7. Kt—K5 is no good because of 7. Q—Q5. Black is ready to protect the pawn with QKt—Q2—Kt3 or Kt—B3—R4, and as the white QKt or Q pawn has to be moved fairly soon, the advanced black pawn may be exchanged against one of these.

7. Q—R4

Contrary to many Catalan variations, this is neither with check nor with a threat against the black pawn!

7. Kt—R3!

Also 7. P—QR4 was good; other moves are weaker. Now the reply to 8. Kt—K5 could be Q—Q5 or P—B3.

8. P—QR3 B—Q2

9. Kt—QKt5

Looks crazy, and it is. But he is led astray by his mistake on move 6. After 9. Q—B2, B—Q3 White cannot win back the pawn.

9. Q—K1

10. KKt—Q4

After 10. Kt × BP, B × Q; 11. Kt × Q, B—K2!; 12. Kt × Kt ch, B × Kt White has won back the pawn, but how can he develop his Queen's side? Also hopeless is 10. P × B, B × Kt; 11. Q—R5, Kt—Q4.

Now White is hoping for

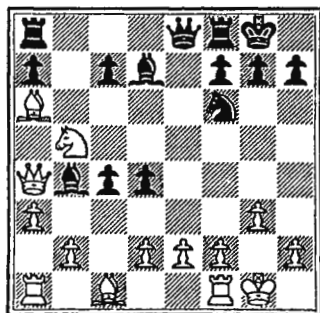
10. P-B3; 11. Kt-B7!, Kt x Kt; 12. Q x B, P-QKt4. Although Black keeps his pawn, White may get some play on the black squares. I considered this variation favourable, but not clearly won, so for a long time I looked at the more complicated line.

10. P-K4!

11. B x P P x Kt

12. B x Kt

Another possibility was 12. P x B, B x Kt; 13. Q-R5, Black cannot keep the piece. But several variations are very advantageous, the most interesting being 13. Kt-Kt1; 14. B x R, P-B3; 15. Q x P, Q x P, which wins quickly.



12. B-R6!!

This was planned on move 10. The variation 12. R-Kt1?; 13. Q x B, B x Kt; 14. B x B, Q x B; 15. Q x Q, R x Q; 16. P-Q3 only gives Black a very slight edge. If this continuation had been

forced I would have preferred 10. P-B3.

Against the text move I saw only one defence, 13. Kt-B3, when Black has no direct mating attack. But a comfortable endgame with the exchange up is also very good—only the game would not have become a miniature!

After 13. R-K1, Q-B3; 14. P-B3, B-QB4; 15. Q x P, P-Q6 ch; 16. K-R1, QR-K1 White is helpless: 17. Kt-Q4 is answered by R x P, 17. P-K4 either by 17. Kt-Kt5 or 17. Kt x P (18. P x Kt, Q-B3; 19. Q x QP, Q-B7).

This is the simplest win. But if you like you can look at the Queen sacrifice at KB6 after 13. R-K1, Q-B3; 14. P-B3, KR-K1! After 15. P x B it smashes through at once: 15. Q x P!; 16. P x Q, R x R ch; 17. K-B2, R-B8 ch; 18. K-K2, R-K1 mate! But after 15. Kt-B3! the variations are long and difficult, so there is no reason to play like this instead of the simple 14. B-QB4.

13. P x B? Q-K5

14. B-Kt7

Or 14. P-B3, Q x KP followed by mate.

14. Q x B

15. P-B3 B-Q2

Resigns

The shortest game I have ever won against a grandmaster.

OPPONENTS

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v.d. Berg (Holland)	14	Nielsen, J. (Denmark)	31
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Bernstein (France)	5	Olafsson (Iceland)	6
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SURVEY OF OPENINGS

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Some variations *without*
 2. Kt—KB3 and 3. P—Q4: 5 (3. P—QB4), 23
 (2. P—KB4), 82 (2. Kt—QB3), 41 (3. B—Kt5 ch)

Some variations *after*
 2. Kt—KB3, Kt—QB3;
 3. P—Q4, P × P; 4. Kt × P, Kt—B3; 5. Kt—QB3:
 19 (5. —, P—K4), 8 (5. —, P—Q3; 6. B—QB4)

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Queen Pawn Openings (positions

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Other white systems:	28 (B—K2 and B—KKt5), 81 (Saemisch)
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Old Indian	26

Other First Moves:

English Opening *without transpositions to other openings:*
 11 (black . . . P—KB4), 44 & 50 (. . . . B—QKt5), 46 (. . . . P—QB4), 48 (. . . . P—K4)

Catalan 2, 30
With 1. P—KKt3: 15 & 17 (Alekhine Reversed), 16 (Pirc Reversed), 18 (Benoni Reversed)

Bird's Opening: 21, 29, 35 (From's Gambit)

POSITIONAL THEMES

Instead of an alphabetical index, where standard terms can at times be misleading, I have provided a short survey of some themes that appear in several games in this book and after a fashion link them together.

Combination motifs have been omitted—that would be too confusing—especially if combinations in variations in the notes are included.

Some *material problems* appear again and again. Look, for instance, at the Bishops. *The Bishop pair* is up for discussion in games 10, 18, 36, 42, 44 and 46. The bad Bishop in 4, 12, 13, 15, 21, 38 and to a certain degree also in 41. *Opposite-coloured Bishops* play a major or minor role in 8, 9, 19, 24, 25, 27, 40, 43 and 49.

Queen against Rook and Bishop is seen in 14 and in the notes of 28; in 31 the lady fights against two minor pieces, in 34 against two Rooks. Also in one game, 37, the Queen is sacrificed, but that is for a direct mating attack.

Exchange sacrifices are surprisingly few, 8, 20, 34, 43. But there are more *Rook sacrifices*: 3, 11, 23, 28, 40, 41.

Problems about *Imprisonment of a piece* are seen a few times: 20 (Queen and Rook), 28 (Rook), 44 (Bishop) and of course most clearly in 2, the Knight in the corner.

A *majority of centre pawns* is the main theme in 10 and 25, and it naturally plays a role in many other games, for example, in 19, 33, 39.

Weak pawns are found in many of the games, but usually as a minor motif. The games 4, 33, 40, 41, 47 and 48 can be mentioned.

There is plenty of *centralization*, of course, but it only stands out as a major theme in 10 and 47.

An *open Rook file* is important in 2, 3, 7, 12, 13, 15, 27, 32, 45 and 46. Naturally there are many cases where a *half-open file* makes it possible for a Rook to annoy the enemy monarch, for instance, 6, 10, 19, 37 and 40.

A menacing *diagonal towards the King's position* is seen in 18, 20, 30, 40, 41 and 44. And for a short moment in many other games.

Unusually *well posted Knights* put their mark to games like 3, 4, 6, 15, 16, 29, 31, 33, 45 and 46.

Naturally a certain *advantage in space* is obtained by one side in many of the games, but I would only use it as a headline to few of them, maybe 1, 2, 37 and 38.

Severe cases of *neglected development* are rare in master games, but in 3, 35 and 50 it looks as if White's mobilization order was only for one wing!

And we could go on like that. In connection with every game a long list of motifs might be listed, but that would not make for clarity. Attacks against the King occur in many of the games—and would have taken place in them all, if my opponent had not suddenly said 'Resign' instead of making a move! But what I do not see confirmed in this selection is the current thesis of my many flank attacks. Game 18 is a fine specimen but, with this exception, there is nothing much if we exclude attacks against the King.

I have also toyed with the idea of studying the frequency of the move P—R4, but I gave it up. . . . However, I have been quite satisfied to find that I had the black pieces in twenty-six of these fifty games.